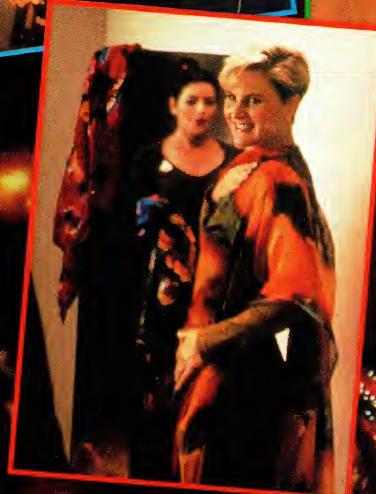




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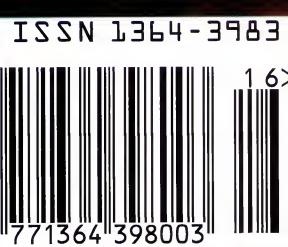
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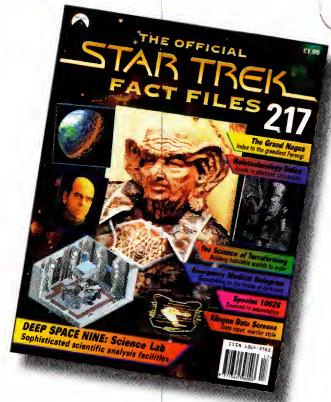
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FILE 1 CARD 64

THE BETAZOIDS INDEX

The telepathic and empathic abilities of the **Betazoids** make them extremely valuable members of the **United Federation of Planets**. They often serve as counselors and ambassadors, able to sift the truth from deceit even in the heat of battle.

Betazed



Betazed is a beautiful world with landscaped parks and lush vegetation. The advanced architecture complements rather than destroys the environment.

FILE 3 CARD 3F

Betazed's gentle beauty makes it a popular destination for holidays and convalescing.



Betazoids

Betazed has a rigid class system, and family is important.



FILE 58 CARD 4

"Our ability to read the thoughts of others does see us grow much faster than the typical plodding human."

— Lwaxana Troi

Betazoid Mental Abilities

Betazoids' mental abilities leave members of the race vulnerable to mental illness.



Betazoid Weddings

Betazoid wedding tradition requires the bride, groom, and all guests to go naked.

FILE 18 CARD 3B

FILE 18 CARD 3A

Deanna Troi is one of many **Betazoids** who serve aboard **Starfleet** vessels.



Betazoids Within the Federation



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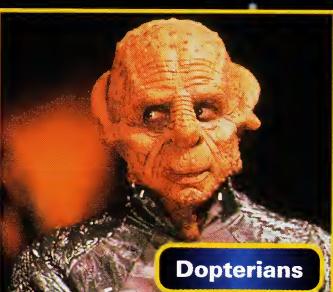
Unreadable races



Ferengi



Breen



Dopterians



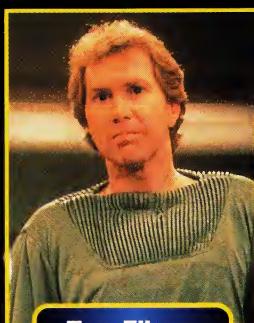
Ullians

Betazoid mental abilities do not work on the minds of all races.

FILE 18 CARD 3B

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FILE 1 CARD 64



Tam Elbrun



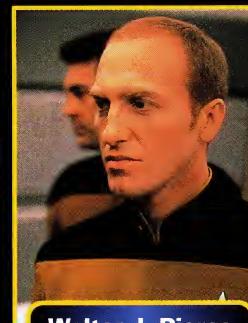
Sabin Genestra



Reittan Grax



Andrus Hagen



Walter J. Pierce



Devinoni Ral



Lon Suder



Lt. Stadi



Deanna Troi



Lwaxana Troi

FILE 58 CARD 5

FILE 69 CARD 93

FILE 18 CARD 3A

FILE 18 CARD 3A

FILE 18 CARD 3A

FILE 58 CARD 6

FILE 43 CARD 69

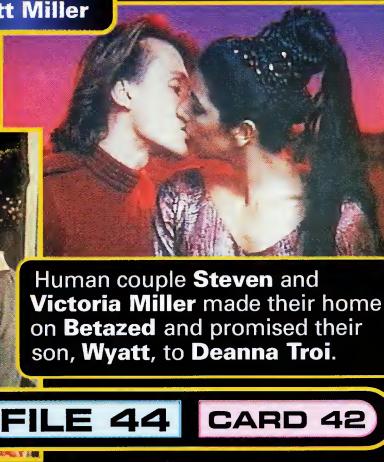
FILE 18 CARD 3A

FILE 43 CARD 30

FILE 58 CARD 4

There are several **Betazoids** working within **Starfleet** and the **Federation**. The **U.S.S. Enterprise NCC-1701-D** and **NCC-1701-E**, and the **U.S.S. Voyager NCC-74656**, have all benefited from the abilities of Betazoid crew members.

Wyatt Miller



Betazoid Illness



FILE 18 CARD 3

Zanthi fever is a disease affecting mature **Betazoids**. The sufferer projects their emotions on to others, causing them to act in irrational and embarrassing ways.

Humans on Betazed



Human couple **Steven** and **Victoria Miller** made their home on **Betazed** and promised their son, **Wyatt**, to **Deanna Troi**.

FILE 44 CARD 42

BETAZOIDS STARSHIP LOG: Key episodes



'Haven'
FILE 69
CARD 4



'The Child'
FILE 69
CARD 26



'The Price'
FILE 69
CARD 55



'The Tin Man'
FILE 69
CARD 67



'Menage à Troi'
FILE 69
CARD 71



'The Loss'
FILE 69
CARD 82



'Night Terrors'
FILE 69
CARD 89



'The
Drumhead'
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'Dark Page'
FILE 69
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'Eye of the
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FILE 69
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'The
Forsaken'
FILE 70
CARD 16



'The Muse'
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'Meld'
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'Basics'
Parts I & II
FILE 71
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FILE 1 CARD 72

NONCORPOREAL BEINGS INDEX

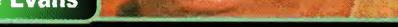
Part 1 The universe is populated by an immense variety of life forms, many of whom are very different to humans. Among the most unusual are noncorporeal beings, who exist in forms as diverse as light and smoke.

Thasians



FILE 44 CARD 23

Charlie Evans



Organians



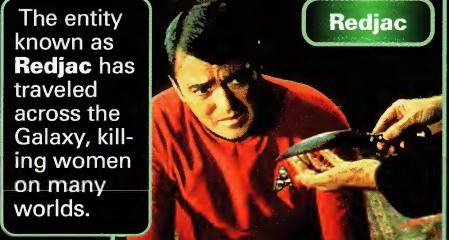
Human orphan **Charlie Evans** is raised by the noncorporeal **Thasians**.

The powerful **Organians** impose a peace treaty on the **United Federation of Planets** and the **Klingon Empire**.

The **Organians** disable all weapons aboard the **U.S.S. Enterprise**.

FILE 18 CARD 14

Redjac



The entity known as **Redjac** has traveled across the Galaxy, killing women on many worlds.

FILE 68 CARD 35

The Cloud



FILE 5 CARD 10

The Companion



FILE 57 CARD 5

The **Companion** rescues, rejuvenates, and falls in love with warp drive inventor **Zefram Cochrane**.

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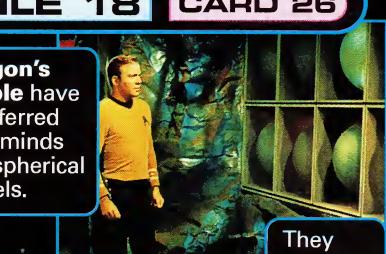
FILE 57 CARD 4

Trelane



FILE 18 CARD 26

Sargon's people have transferred their minds into spherical vessels.



They hope to transfer their essences into robot bodies.

Sargon's People



NONCORPOREAL BEINGS INDEX

PART 1

FILE 1 CARD 72



Melkots

The **Melkots** communicate telepathically and construct fantasy scenarios from the minds of other races.

FILE 18 CARD 115

The Beta XII-A Entity

The **Beta XII-A Entity** feeds off aggression, and tries to pit a **Klingon** and **Starfleet** crew against one another.

FILE 68 CARD 65



The Calamarain

Creatures who live inside a **Tyken's Rift** drive ship crews insane with their attempts at communication.

The **Calamarain** are keen to have revenge on their longtime enemy, **Q**.

FILE 57 CARD 2A

FILE 69 CARD 89

Telepathic Beings



Isabella

A plasma-based life form takes on the appearance of a human girl while investigating the **U.S.S. Enterprise NCC-1701-D**.

FILE 69 CARD 118

FILE 69 CARD 7

Energy Cloud



A sentient cloud in the **Beta Renner system** attempts to communicate with the **U.S.S. Enterprise NCC-1701-D** crew.

"We have developed beyond the need for physical bodies."

— Ryelborne of the Organians

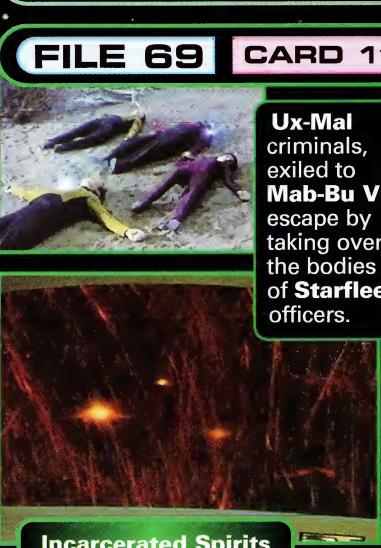
FILE 5 CARD 12



Nagilum wants to kill some of the crew of the **U.S.S. Enterprise NCC-1701-D** to see how the survivors deal with their grief.



Ronin



Incarcerated Spirits

Ux-Mal criminals, exiled to **Mab-Bu VI**, escape by taking over the bodies of **Starfleet** officers.

Nagilum An anaphasic life form has loved the women of the **Howard** family for several generations.

FILE 43 CARD 31C

NONCORPOREAL BEINGS STARSHIP LOG: Key episodes



'Charlie X'

FILE 68
CARD 7



'The Squire of Gothos'

FILE 68
CARD 17



'Errand of Mercy'

FILE 68
CARD 26



'Metamorphosis'

FILE 68
CARD 30



'Wolf in the Fold'

FILE 68
CARD 35



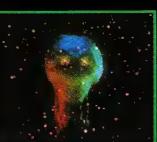
'Obsession'

FILE 68
CARD 46



'Return to Tomorrow'

FILE 68
CARD 50



'Spectre of the Gun'

FILE 68
CARD 55



'Day of the Dove'

FILE 68
CARD 65



'Lonely Among Us'

FILE 69
CARD 7



'Where Silence Has Lease'

FILE 69
CARD 27



'Deja Q'

FILE 69
CARD 60



'Night Terrors'

FILE 69
CARD 89



'Power Play'

FILE 69
CARD 111



'Imaginary Friend'

FILE 69
CARD 118



FILE 69
CARD 157



THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 19



THE UNITED FEDERATION
OF PLANETS

FASHION IN THE 24th CENTURY

Even a busy **Starfleet** career leaves officers with plenty of leisure time, and the clothes they choose to wear when they take off their uniform can reveal a lot about their personality.

Fashion in the 24th century is driven by a number of factors. Clothes protect their wearers from the elements and ensure modesty, but exactly what one wears is also a reflection of personality.

The most important effect on 24th-century fashion is climate. On most **United Federation of Planets** worlds, weather-control grids prevent extremes of temperature and sudden changes; when a 24th-century citizen leaves their house, they know that the weather will remain the same until they return.

Most clothing is designed for the temperate, dry conditions the human race favors; garments range from diaphanous and billowing to skin-tight. The clean streets and open plazas of Federation worlds do not require outfits to be as practical and hard-wearing as they may have needed to be in the past.

Clothing conventions

Among the human race at least, many long-time fashion conventions still stand. Men nearly always wear trousers; long skirts and dresses are mostly reserved for women,

although as **Starfleet** uniforms of the 2360's reveal, short tunic-style dresses are acceptable male wear.

The relatively easy life of the average 24th-century Federation citizen has, if anything, widened the gap between male and female fashions. The clean and undemanding environments allow women's dresses to be more elaborate than has been practical in the past; skirts and dresses are often floor-length, heavily embroidered, and loose-fitting. Perhaps surprisingly, given the trends of past centuries, 24th-century

CHILDREN'S FASHIONS

Practical for playtime

The most important factor in children's fashions in the 24th century is much the same as it has always been: practicality. The stretch fibers and close-fitting jumpsuits often favored by the young are ideal for play, and provide the children with a perfect combination of protection and freedom of movement. Much to the relief of many parents, the controlled climates of most Federation worlds have done away with the need for adults to have to remind children to wrap up warm or take wet-weather clothing with them when they go out.



Children aboard starships tend to dress in clean, neat, tight-fitting jumpsuits.

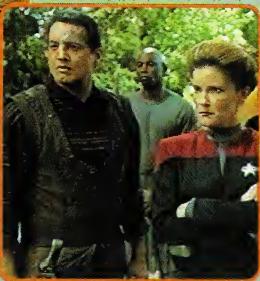
Youths often rebel by adopting outrageous Klingon dress styles.



In contrast to colorful adult fashions, boys often wear dark colors that are less likely to show dirt.



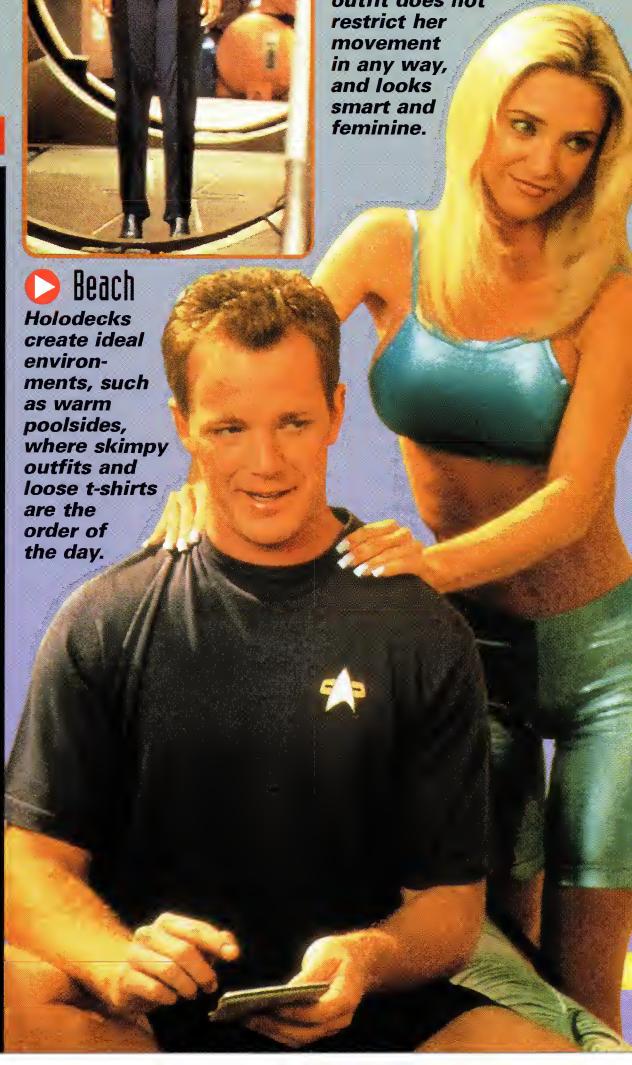
► **Sign of rebellion**
Unlike Starfleet crews, the Maquis have no set uniform, an indication of their rejection of the accepted order.



► **Cool customers**
Ben Sisko favors African-style prints that reinforce his cultural identity.



► **At work**
Freighter captain Kasidy Yates often dresses in dark, practical jumpsuits that are ideal for her work flying cargo between various Alpha Quadrant locations. Her outfit does not restrict her movement in any way, and looks smart and feminine.



► **Beach**
Holodecks create ideal environments, such as warm poolside, where skimpy outfits and loose t-shirts are the order of the day.

GALAXY FACTS

When Captain Edward Jellico takes temporary command of the *U.S.S. Enterprise NCC-1701-D* in 2367, he forbids staff such as Deanna Troi from wearing casual clothes while on duty.

fashion favors the display of as little flesh as possible. Arms or legs are rarely uncovered in environments other than the beach. This situation is not always shared by other cultures; Starfleet officers who beam down to **Rubicun III** feel rather uncomfortable amid the scantily clad natives. On **Betazed**, the custom of going naked at weddings often horrifies any guests or participants who are not native to that world. On **Ferenginar**, women are not allowed to wear clothes at all, effectively confining them to their own homes, until **Grand Nagus Zek** changes the law.

In general, menswear tends to be less elaborate than women's, with all-in-one bodysuits favored, particularly for work dress. Loose trousers and shirts are still popular casual wear, and the outfits worn by **Benjamin** and **Jake Sisko** when they visit the family restaurant in New Orleans would not have looked out of place centuries before. Formal suits, when they are worn, still tend to come in dark colors and consist of trousers, a shirt, and a jacket. Ties have fallen from favor, however, and shirts are usually the same color as the rest of the suit.

The clothes an individual chooses to wear says a lot about their personality. Those who prefer formal suits are seen as somewhat stuffy and unadventurous; more



colorful designs indicate an extrovert.

Women often use clothing to accentuate or play down their sexual identity; **Deanna Troi** of the *U.S.S. Enterprise NCC-1701-D* prefers very feminine outfits, whereas her colleague, **Tasha Yar**, favors more practical, no-nonsense clothing to emphasize her toughness. Yar does, however, admit to envying Troi her femininity while under the influence of the **Psi-2000 virus**. She greatly enjoys looking through Troi's wardrobe and borrowing some of the items she finds there.

The elaborate outfits worn by **Ambassador Lwaxana Troi** often help her to draw the attention she craves.

Identity indicator

Ethnic, if not necessarily regional, differences in clothing choices are still much in evidence. **Keiko Ishikawa** chooses to get married in a traditional wedding dress from her Japanese cultural heritage, for example, and Captain Benjamin Sisko often wears waistcoats and jackets made from fabrics based on traditional African designs. Sometimes, these ethnic influences can extend to an entire colony; the people of the **Caldos colony** hang on fiercely to their roots in the Highlands of Scotland, as evidenced by the traditional tartan outfits worn by many

A **Psi-2000** influenced Tasha Yar enjoys trying on Deanna Troi's more feminine clothes.

The Guide to the STAR TREK Galaxy

FILE 7 CARD 19

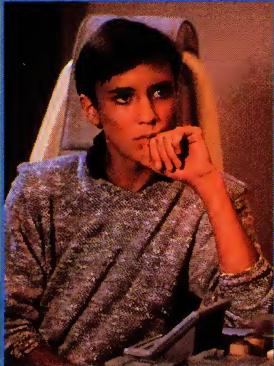


THE UNITED FEDERATION OF PLANETS



THE UNITED FEDERATION OF PLANETS

FASHION IN THE 24th CENTURY



A loose, knitted sweater worn over a shirt is still typical male attire.

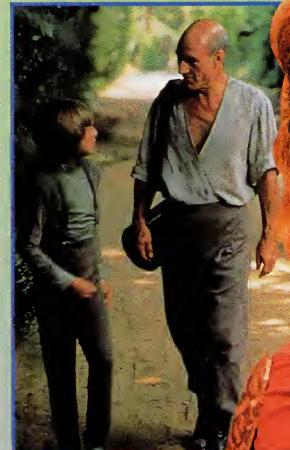
The New Essentialists' formal suits indicate their dislike of frivolity.

Keiko Ishikawa dresses in an ethnic Japanese outfit for her wedding.

Jean-Luc Picard dresses traditionally on a visit to his family vineyard in France.

of its population.

Clothing is just as often used as a way of establishing or reinforcing conformity. As well as the obvious example of the uniforms worn by Starfleet and other such organizations, many groups adopt one style of dress or another as a badge of identity. Even many non-military establishments, such as bars, restaurants, and hairdressing salons, still require staff to wear matching uniforms.



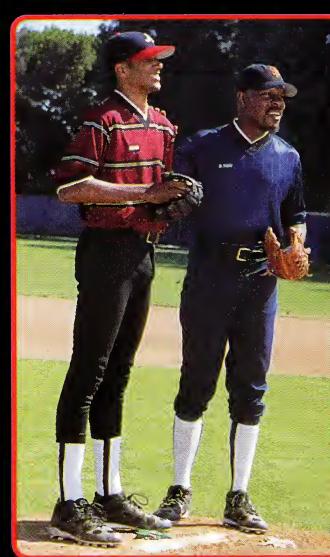
Older women tend to wear figure-flattering long, flowing garments.



SPORTSWEAR

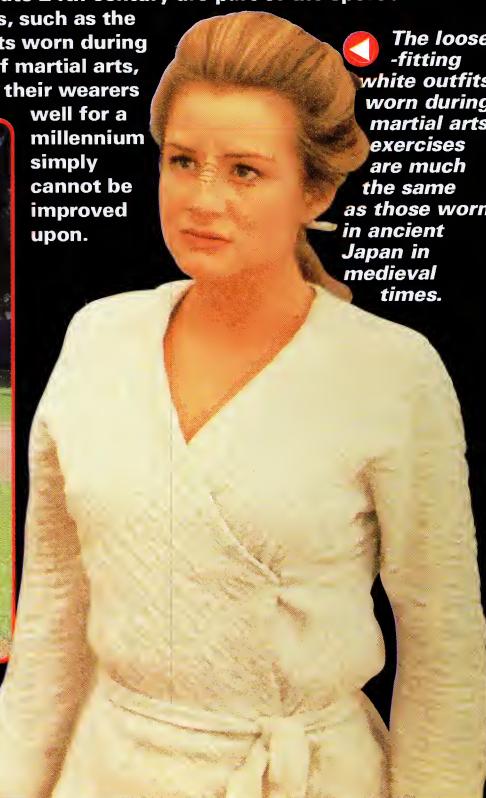
Comfort comes first

Many sports enjoyed throughout the Galaxy in the 24th century have been popular for hundreds of years, and in many cases the outfits worn by the players have changed little. Sometimes this is by deliberate design, such as in the case of baseball, a sport that is revived as a popular pastime in the 2360's and 70's after falling out of favor more than three centuries before; the traditional outfits worn in the late 24th century are part of the sport's nostalgic appeal. In other cases, such as the loose-fitting natural fiber outfits worn during the practice and competition of martial arts, basic designs that have served their wearers well for a millennium simply cannot be improved upon.



Traditional outfits worn by baseball enthusiasts add to the sport's nostalgia.

The loose-fitting white outfits worn during martial arts exercises are much the same as those worn in ancient Japan in medieval times.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 7B



OTHER GROUPS
AND RACES

VIDIIAN BASE

The Vidiians are dependent on other races for their survival. Deep in the heart of the Delta Quadrant, an unassuming planetoid is the perfect location to set a trap that will lure in starship crews, whose organs can be harvested by this tragic race.

Deep within the **Delta Quadrant**, an innocent-looking rogue planetoid gives off an extremely rich **dilithium** signature, the perfect lure for races who might want to mine the substance for their drive systems. What few passing vessels realize, however, is that the dilithium is not present in the form of an ore than can be processed, but is part of a carefully concealed **Vididian** organ processing and storage facility, powered by an unusual dilithium power matrix. The emanations come from one particular room within the base's extensive subterranean cave system, and is the bait in a very elaborate trap.

Long-established

Talaxian ships have been aware of the dilithium deposits on the moon since at least 2368, but it is likely that the Vidiians engineered the facility many years previously. The trap is carefully laid out. Vididian sensor technology is so advanced that it is capable of generating false signals that can fool not only powerful long-range scanners, but also close-proximity devices. The dilithium signatures are particularly strong between 10 and 20 kilometers below the surface, within a series of caves with a **Class-M** oxygen-nitrogen atmosphere. At the heart of this cave system is a

complex and advanced medical processing facility.

Members of a landing party beaming down from an interested vessel will find themselves beaming into the heart of these caves.

Too late to turn back

It will quickly become clear, however, that there is no physical evidence of dilithium in any of the caves, despite the fact

that, even at close range, scanning devices such as **tricorders** will continue to show strong traces of the substance. This tactic of creating multiple false signals effectively keeps target donors within the caves as long as possible, and allows the **honatta** (a Vididian term used for one who finds the organs required for a **phage** victim) to scan the visitors for a suitable donor and then

DESPERATE MEASURES

The dubious ethics of survival

By the year 2371, the phage has ravaged the **Vidorian Sodality** for two millennia. This once-artistic and highly cultured society finds itself reduced to the theft of organs and tissue from other races in order to ensure the survival of its people. The scientists, artists, and intellectuals who were once dedicated to the education of others and the expansion of their own knowledge, have to continually adapt their advanced technology to invasive procedures that would have previously been viewed as immoral. They invent many devices that can beam out the functioning body parts of suitable donors for adaptation to the Vididian physiology. This practice is widespread across the Delta Quadrant up until the intervention of the 'think tank' group, led by **Kurros**, some time before 2375; a cure for the Phage is found, and the Vidorian culture begins the slow journey back to how it once was. Many races feel great sympathy for the Vidians and appreciate the horrific situation they find themselves in, but there is little doubt that the tactics they employed to harvest body parts will stay in the memories of victimized Delta Quadrant civilizations for many years.



▲ **Danara Pel** is a phage-infected Vididian who shows the crew of the **U.S.S. VOYAGER** that some members of her race are still capable of compassion.

▲ **Kurros** of the 'think tank' group claims that he and his colleagues have found a cure for the phage. The **VOYAGER** crew have no reason to doubt his word.



▲ The surface of the planetoid reveals no signs of Vididian occupation.



▲ The dilithium trap leads an away team into a network of caves.



▲ The cave system is designed to make it easy for the Vidians to ambush and capture their intended victims.

Designation	Vidorian cave base
Class	M
Quadrant	Delta
Inhabitants	Vidorian scientists
Government	The planetoid is a base for Vidorian scientists who answer to the ruling body of the Vidorian Sodality.
Environment	The planetoid has a standard Class-M environment that is probably artificial, but removes the need for environmental suits.
Features	The planetoid is a vast trap, set up to lure in starship crews so that their organs can be harvested.
Starship log	STAR TREK: VOYAGER 'The Phage'

GALAXY FACTS

Naturally occurring dilithium is very rare, and is mined on only a few planets. Until synthetic dilithium was invented, natural deposits often became points of conflict between contesting species.

Vidiian children as young as seven years old can contract the phage. Organ replacement can extend life, but the terrible joint pain suffered in the disease's early stages has been known to kill some members of the race even after they have undergone treatment.



The corridors constructed by the Vidiians are dark, making it easy to ambush visitors.

carry out their ghoulish work. In the event that the visitors' physiology does not prove compatible with that of the Vidiians, it can be assumed that they are simply allowed to leave in peace; the Vidiians show no signs of being an unnecessarily brutal race.

The interior of the caves



OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 7B



OTHER GROUPS AND RACES

VIDIIAN BASE



Entrances to the medical facility are disguised as rock walls.

is capable of supporting life without the use of environmental suits; the tunnels themselves consist of rough light-gray rock walls with a dark-brown sandy floor. Despite the fact that the tunnel system is underground, it is not totally dark. There appears to be some natural low-level illumination from the upper part of the rocks, although hand lamps are required to successfully navigate the tunnels. Many sections of the rock are false, however, and hide entrances to a series of manufactured passageways from which Vidiian surgeons can surprise a victim and take

Conduits in the ceiling indicate that there is more to the mysterious planetoid than meets the eye.

Even at close range, the base gives off false dilithium readings.

what organs they require. Normal tricorder scans cannot detect the highly sophisticated forcefield technology employed by the Vidiians to hide these entrance ways. Even close examination of the rock faces will give a false reading of up to 15 meters of solid matter.

Behind the facade

Touching the artificially-generated rock face entrance reveals it to be warmer by two degrees to the surrounding rock. As there are no natural geothermal sources within the rock's geotrastra, this provides some clue to the wall's true nature.

Sustained phaser beams focused at the entranceway can break down the rock-face illusion to reveal one of



The medical facilities inside the base are used to store harvested organs, some of which are kept beneath glass domes.

Behind the rock facade, metal corridors lead to the real heart of the base – an advanced Vidiian organ harvesting plant.

the many Vidiian corridors. These are circular, and are supported by a series of curved buttresses that maintain the structural integrity of the passageways; they connect the metallic grille flooring to a similar series of flat plates on the ceiling, housing a number of lamps that generate soft yellow illumination. A number of pipes run along the upper part of the curved bulkheads, and there are a number of small units protruding from the floor at regular intervals.

The Vidiians have the ability to follow their victims through these corridors in complete secrecy and attack when they feel they have the advantage. They then take the stolen organs to the biological repository, from which the dilithium signature emanates. On discovery by another race, the forcefields protecting

Medical center

The illumination in the exterior corridors is similarly low-key, and while there is a series of back-lit panels with Vidiian script along one storage wall, the area appears to be deliberately designed for the optimum conditions for storing living tissue. The honatta has the ability to alter any stolen organs and adapt them to a Vidiian's specific physiology within this room, as it is equipped with medical instruments dedicated to the preparation and transplant of suitable organs into the Vidiian recipient. The storage of such a large number of organs suggests that frequent journeys are made from this complex in order to distribute them to needy recipients.

AT THE MERCY OF THE VIDIIANS

Traumatic first contact

The meeting between the *U.S.S. Voyager* NCC-74656 and the Vidiian Sodality on Stardate 48532 marks the first time the two cultures come into contact. The Starfleet crew have tremendous sympathy for the afflicted sculptor Motura and his honatta, and even offer them help. As the *Voyager* crew become primary targets for the Vidiians over the following weeks, however, their attitude toward the afflicted race hardens. On Stardate 48784, Chief Engineer B'Elanna Torres is kidnapped by the

Vidiian Chief Surgeon Sulan during an away mission to Avery III, along with crew member Peter Durst. Durst is killed for his organs, and Torres is literally split into two people as the Vidiians separate her human and Klingon DNA; Sulan correctly believes that her separated Klingon physiology may hold a cure for the phage. The surgeon nonetheless shows that the Vidiians do have a sympathetic side: he can and does appreciate just how horrific his people's actions appear to other civilizations.



The Vidiians believe that the unique properties of Klingon DNA may cure the phage.



Chief Engineer Torres is kidnapped and taken to another Vidiian medical facility.



Sulan acts out of necessity rather than evil intent, but this is little comfort to Torres.



The Guide to the STAR TREK Galaxy

FILE 18 CARD 153



THE VARRO

OTHER GROUPS
AND RACES

OTHER GROUPS
AND RACES

The Varro are a traditional and disciplined race who seem to have much in common with the predominantly human Starfleet crew aboard *U.S.S. Voyager NCC-74656*, including a desire to rebel against protocol restrictions that conflict with natural instinct.

The *U.S.S. Voyager NCC-74656* first encounters the **Delta Quadrant** race known as the **Varro** in 2375. Varro culture is one based on isolationist principles, which **Lt. Tom Paris** even goes so far as to label 'xenophobic.' Varro culture is based on the principle that the less contact they make with other races the better; they prefer to develop their cultural identity within their own species rather than through contact with others.

This attitude is especially surprising given the marked similarities that the Varro bear with the human race, and also with the way in

which Varro and **Starfleet** choose to disseminate their ideals and ideologies in practice.

Physical appearance

The Varro show a surprising resemblance to humans. Indeed, the only obvious external difference between the Varro and the human race is the innate pattern of markings that each Varro has running down the nape of their neck and spine.

Their sense of tradition and discipline is perhaps even stronger and less flexible than that exhibited by the Starfleet crew. This is reflected by the dour style and design of the uniforms worn by the crew

encountered by *Voyager*; their cut is practical, as with traditional Starfleet issue, but there is none of the variety and color which both vitalizes the uniform of the *Voyager* crew and assists in instant identification of departmental assignation. Instead, their uniform is based around a pattern of black and metallic gray that conveys efficiency, but also a degree of staidness.

This image is not an unreasonable reflection of the general attitudes that the Varro have to life and their lifestyle in general. They are conservative and traditional in their approach to most facets of existence, particularly concerning personal relationships.

 **The Varro race are markedly similar to human beings except for a spinal pattern.**

This subject alarmingly comes to light during the contact between the Varro and the *Voyager* crew, following a series of intimate liaisons between **Ensign Harry Kim** and the Varro assistant engineer, **Derran Tal**. Varro

commander

Jippeq

stresses to **Captain Kathryn Janeway** that his people regard mating as a very serious undertaking, and that couples bond

more intimately and lastingly than many humans – few separate, and those that do invariably experience a great sense of loss and even physical pain.

The best example of the way in which the Varro



OTHER CARDS IN THIS FILE...

82 MIKHAI TRAVELERS

104 THE NYRIANS

125 THE MONEANS

148 NIGHT BEINGS

SEE OTHER FILES...

STAR TREK: VOYAGERFile 71

FORBIDDEN LOVE

Harry and Tal

The illicit love affair between Ensign Harry Kim of the *U.S.S. Voyager NCC-74656* and Assistant Engineer Derran Tal of the *Varro Generational Ship* takes place in spite of the restrictive protocols followed by both species. Harry describes their first meeting as being "like touching an open plasma relay," and when the two begin to undergo the Varro *Olan'vora*, or "shared heart," a form of biological bonding, Harry experiences physical changes. On one occasion, Seven of Nine is even led to observe that the ensign's "epidermis luminesced."

When the tryst is discovered, Captain Janeway instructs Harry to break off the relationship to avoid further danger of infection both to the Varro and to *Voyager*'s crew. Harry disobeys her orders directly, however, when he transports Tal onto a shuttle and takes her to view a nearby Class-3 nebula; her excitement is inordinate, but understandable given the restrictions normally placed upon her. Circumstances eventually force a permanent separation, but Janeway softens her approach sufficiently to allow Harry to say goodbye to his love.



 **Harry and Derran Tal begin a romantic relationship against the express orders of their superiors.**

 **Harry Kim's epidermis luminesces in the Astrometrics lab.**

Designation	Varro
Class	M
Inhabitants	Humanoid
Government	The Varro Generational Ship operates under a command structure similar to those seen aboard Federation vessels.
Environment	Standard gravity is maintained within the Generational Ship, as evidenced by the ability of <i>Voyager</i> 's crew to work aboard the craft. The Varro maintain an isolationist policy that frowns upon unnecessary contact with other races.
Laws	STAR TREK: VOYAGER 'The Disease'
Starship log	

GALAXY FACTS

► Derran Tal lives in Segment 16 of the *Varro Generational Ship*. Her communications console is listed as Station 204.

► A polaron surge is successful in slowing the growth of the artificial parasites infesting the hull of the *Varro Generational Ship*, but cannot prevent the break-up of the immense vessel.

► *The Varro* somewhat reluctantly seek help from the crew of the *U.S.S. VOYAGER*.

order and discipline their culture is the *Varro Generational Ship* in which they travel. The ship has been built up over many years of traveling, something which Captain Janeway uses to draw a comparison with Starfleet's exploratory endeavor. The main difference in the modus operandi of the Varro and that of Starfleet is that the growth of the Varro civilization is not through gathering knowledge of the universe around it, but through a strengthening of generational ties, and a close adherence to traditional virtues.

Confined existence

The ship is developed as a physical representation of the race inside it, growing outward, but in a very measured and controlled fashion, so that the development of the Varro species is self-contained. All the members of the race are kept in close proximity to one another, and contact with the outside world is deemed unnecessary. This attitude guards against invasion, infection, and other possible disruptions to the Varro, but also prevents them from acquiring all of the benefits which can accrue from the building of relationships with other races.

The absence of these benefits is clearly shown when the Varro reluctantly seek help from *Voyager* while experiencing propulsion difficulties. The



The Guide to the STAR TREK Galaxy

FILE 18 CARD 153



THE VARRO

OTHER GROUPS AND RACES

OTHER GROUPS AND RACES



► *The VARRO GENERATIONAL SHIP* is broken up in 2375.

► A man-made parasite is employed to separate the individual sections of the Varro ship.



fact that they need to seek help at all is evidence enough, but in many ways the fact that their technology is advanced stands against them; if they had been forced to contact other races earlier in their history, even greater advancements could have been made. *Seven of Nine* observes that Varro technology is "impressive, but ... haphazard."

A new future

The second important effect of the isolationist ideology which the Varro employ is that a number of the inhabitants of the *Generational Ship* feel oppressed and disillusioned at their inability to explore the universe in which they live. By the time *Voyager* encounters the immense *Generational Ship*, it becomes clear that these seditious pockets of feeling have had time to bond into a cohesive force that will resort to anything in order to win freedom from the Varro's theoretically benign, but oppressive regime.

Commander Jippeq is keen to remove his ship and crew as far away from the vicinity of *Voyager* as possible as soon as the repair work is completed, but it comes to light that the problem which *Voyager* has been attempting to repair has actually been caused by the dissident Varro group in an attempt to destroy the couplings which link the separate segments of the

► *Captain Janeway* is integral in exposing the rebels' sabotage.

Generational Ship. At first, Jippeq cannot conceive of an end to the original design of his ship, which constitutes "an expression of unity, tradition," but, after the danger of possible explosion aboard the vessel is averted, he agrees to allow the separation to take place, freeing his people to explore the Galaxy and themselves.



► *Jippeq's wishes* contrast with those of Tal; he believes that the Varro should continue their isolationist policies.



ATTEMPTING TO ESCAPE

Varro stowaway

When Neelix alerts Lt. Commander Tuvok and Commander Chakotay to the unauthorized use of the galley replicator to access *Voyager*'s environmental controls by Neelix, the information leads them to the discovery of a covert Varro passenger hidden on the ship. Under questioning, the Varro demands to be taken to the nearest habitable region, saying that the oppressive regime aboard the *Generational Ship* is too much to stand. He also reveals that there are hundreds of others who feel the same way as he does: despite the ability of the ship to generate any environment, freedom is what is really desired.

The stowaway would rather be returned to the *Generational Ship* than disclose any names, however. The group cannot be ignored for long, though, as an examination of the ship's hull reveals an artificially manufactured parasite that consumes duranium. It transpires that the parasite has been manufactured by the Varro rebels - numbering among them Ensign Harry Kim's amour Derran Tal - in order to destroy the links that hold together the *Generational Ship* and, by extension, the Varro civilization.



► A lone Varro is discovered to be hiding aboard the *U.S.S. VOYAGER* NCC-74656 in an attempt to flee his vessel.



► The stowaway refuses to betray his colleagues when questioned aboard *VOYAGER*.



ROLES WITHIN STARFLEET

TACTICAL OFFICER

DUTIES AND ROLE

Advanced starship design, and increased hostilities with races such as the **Cardassians** and the **Borg**, leads to the development of a new dedicated position aboard 24th-century Starfleet vessels: that of tactical officer.

The introduction of the **Galaxy**-class starship in the early part of the 2360's sees a number of radical design changes and upgrades to the equipment and operation of **Starfleet**'s primary exploration vessels. An opportunity is also taken to examine the relative positions of the separate command stations within the versatile bridge modules, and to integrate a number of the ship's offensive and defensive capabilities into a single operations console. This area is designated the tactical station, and leads to the creation of a new senior command position – the tactical officer. A study of the functions of the tactical station gives an excellent insight into the role of the tactical officer, a position that becomes increasingly important in subsequent Starfleet ship designs.

Centralized security

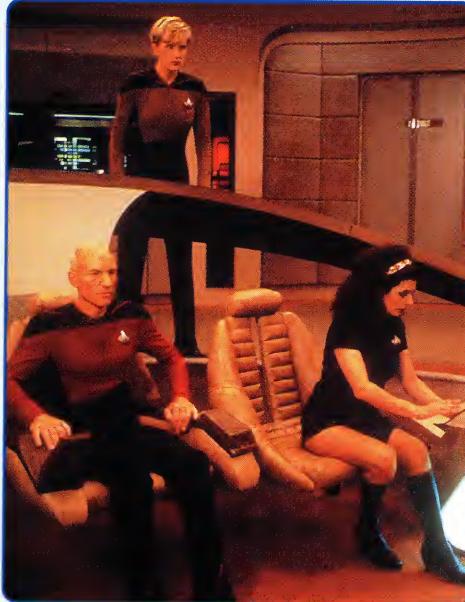
Prior to the introduction of the tactical officer, the internal and external security of a vessel would be spread over a number of different sections, but the tactical position provides an integrated approach to the protection of the vessel and its crew. The positioning of the tactical station is in itself significant – on a *Galaxy*-class vessel, it is directly behind the captain's chair, affording the tactical officer a completely unrestricted view of the main viewscreen and the entire bridge forward of that position. The relative position is repeated

on the **Sovereign**-class **U.S.S. Enterprise NCC-1701-E**, but is moved off-center and slightly forward on **Intrepid**-class starships, although the ease of communication between the captain or first officer and the tactical officer is not diminished. The size of the tactical stations tend to be larger than would usually be expected for a console operated by only one crew member, but there is far less chance of ambiguity in carrying out potentially lifesaving orders if one officer mans it alone.

Famous tacticians

One of the primary functions of the tactical station designed into the bridge of the **U.S.S. Enterprise NCC-1701-D** is to provide the chief of security with constantly updated information regarding the internal protection of the crew. This effectively means that the senior officer manning the tactical station is also usually the head of security or part of the security team, such as **Lt. Tasha Yar**, and latterly **Lt. Worf** after Yar's death late in 2364. This pattern is also followed on the **U.S.S. Voyager NCC-74656**, where **Lt. Commander Tuvok** acts as both chief of security and the usual duty tactical officer. All tactical stations are nonetheless designed to be manned by junior-grade officers in the case of absence by the ship's dedicated tactical officer.

A number of the functions controlled and



On **GALAXY**-class starships, the tactical officer stands at a dedicated console on the bridge, directly behind the captain's chair. The position has a direct line of sight to the main viewscreen.

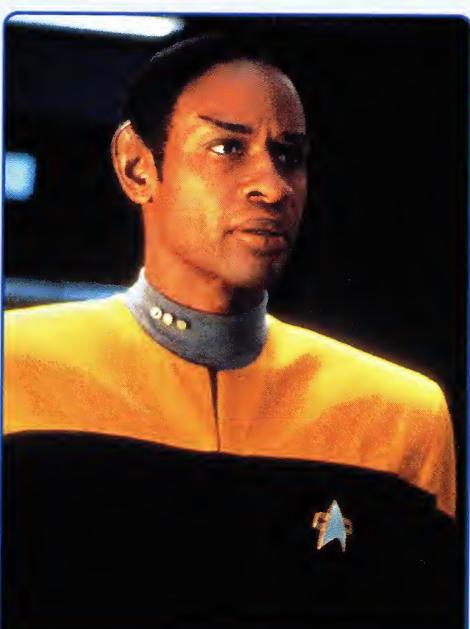
monitored by the tactical officer, as well as other ship's systems regarding the security of the crew, are carried out automatically by computer aboard the **U.S.S. Enterprise NCC-1701-D**; immediate alerts can identify a problem and allow the tactical officer to dispatch a security team accordingly. The level of alert status onboard a Starfleet vessel brings in a number of different security protocols, and the tactical officer can reconfigure the long,



Lt. Natasha Yar is the tactical officer aboard the **U.S.S. ENTERPRISE NCC-1701-D**. She is a shrewd tactician who is not afraid to open fire on hostile vessels.



Worf takes over as tactical officer after Tasha Yar's death. His strong grounding in security procedures combines well with his strong Klingon warrior ethic.



The Vulcan Tuvok is the tactical officer aboard the **U.S.S. VOYAGER NCC-74656**. He too has a background in security, and has also worked undercover.



FILE 19 A Guide to FEDERATION STARFLEET



▲ **Tactical officers such as Tasha Yar often take responsibility for security on away missions to non-Federation planets, where the inhabitants may be hostile.**



▲ **Tactical officers are often called upon to take part in particularly hazardous away missions. Lt. Worf is part of a team that beams over to a BORG CUBE.**



▲ **Worf is reunited with the crew of the U.S.S. ENTERPRISE NCC-1701-E. He lends his tactical expertise to the ship after his own U.S.S. DEFIDENT is damaged.**



▲ **Worf's elevated position at the tactical station allows him to watch over proceedings on the bridge while keeping a close eye on his own console at all times.**

touch-sensitive control panel accordingly. In such situations, the console may be operated by two officers. During diplomatic missions, extra security measures can be installed and the movements of potentially hostile non-crew members monitored, in order to reduce the risk of sabotage or terrorist acts against the vessel. In keeping with the flexible control systems used on Starfleet vessels, instructions to security teams can be notified by either verbal commands through the internal comm system, or keyed directly into the tactical station via the touch-sensitive, reconfigurable control surface.

Arming the phasers

Internal security plays a vital part in the tactical officer's role, but the highest-profile element of the position is the control of the vessel's offensive and defensive capabilities. Starfleet engineers constantly improve weapon and shield technology, but the effectiveness of

these systems is down to their implementation, and a shrewd assessment of how weapons should be deployed to best address the tactical situation in which a vessel and crew may find themselves. On starships that predate the creation of a dedicated tactical post, such as **Constitution**-class vessels, the main **phasers** and **photon torpedoes** are operated from the helm station, while shield strength is monitored from the science station. In contrast, all Starfleet vessels containing a tactical station have the weapons systems integrated into a single area, allowing the tactical officer to configure, aim, and fire the ship's armaments as and when required.

This means that the tactical officer is often in total control of a vessel's fate, and, as such, a great amount of mental discipline and character is required. The survival of the ship and the crew may depend solely on the actions of the tactical officer, whether it be the threat posed

by an opposing force, or the manipulation of the shields against potentially catastrophic contact with celestial bodies or artificial constructions. The manipulation of first-line offensive and defensive capabilities may be under the tactical officer's direct control, but this does not mean that they operate in isolation from other vital departments, either on the bridge or at other stations within the vessel or facility. In situations concerning any natural or artificial external hazard, the tactical officer will liaise very closely with the flight control officer at the helm, or the operations officer on the bridge, in order to ensure the safety of the vessel. Identical information can be routed to all three stations during an operation, allowing immediate action to be taken depending on the threat posed.

Sensor scans responsibilities

In addition to the implementation of weapons and shields, the tactical officer can also have responsibility for configuring and utilizing long and short-range sensor arrays, either for specific scientific functions or in the protection of the vessel. The tactical officer also has direct control of the launching of sensor probes to gather information from potentially hostile environments, and message buoys to act as warnings to other vessels. Under certain circumstances, the tactical officer may also take charge of the tractor beam controls from their station in order to repel an object away from the vessel, lock onto a structure, or attempt to prevent another ship escaping from the Starfleet vessel or impede its progress.

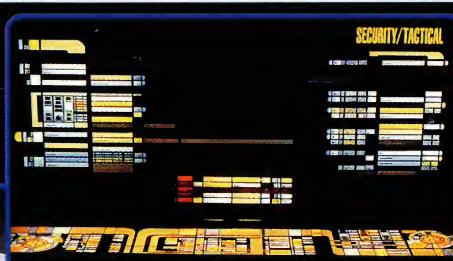
BRIDGE TACTICAL STATIONS

Position on the bridge

The position of the tactical station on the bridge varies from one class of ship to another. On **Galaxy**-class vessels, the console is in the center of the main bridge area. It is located directly behind the captain, first officer, and ship's counselor, and forms part of the command area. On **Intrepid**-class vessels, it is a much smaller station, located around the outside edge of the bridge area.

► **The data displayed on the U.S.S. VOYAGER's bridge tactical station is constantly updated.**

▼ **Most bridge tactical stations feature touch-sensitive control panels.**



► **Aboard the U.S.S. VOYAGER, the tactical station is located against a wall rather than the more open arrangement found aboard the ENTERPRISE.**





Kira Nerys and the Holosuites

Kira Nerys has a love-hate relationship with holosuites — some programs she hates, and in others she finds love. In fact, the holodeck is instrumental in kick-starting her relationship with her longtime admirer Odo.

Holosuites in the 24th century offer their patrons the opportunity to travel anywhere in the universe and do almost anything. Those supplied by **Quark** on **Deep Space Nine** are no exception, although his customers may find they are paying a little more for their pleasures than they would elsewhere.

Not everyone has a high opinion of holosuites, however. **Colonel Kira Nerys**, a pragmatic **Bajoran** whose traumatic childhood left her little room for imagination, is a far less enthusiastic a user than many of her colleagues, such as **Dr. Julian Bashir** and **Chief of Operations Miles O'Brien**. In fact, she has expressed the opinion that holosuites are a waste of time, and that she sees little point in interacting with imaginary characters.

Even as late as 2372, when **Jadzia Dax** has served with Kira for more

than three years, the science officer has to struggle to convince Kira to enjoy a recreation of the **Hubishian baths** on Trill. Kira complains that she just feels silly. Dax explains that this is what a holosuite is for, and suggests that her friend might have a good time if only she can relax and use her imagination.

Fantasy frivolity

Kira dutifully tries the baths, but her participation in a scenario where she plays Guinevere, the wife of the legendary King Arthur, is less successful. Dax berates her friend for knocking out Sir Lancelot, who had tried to kiss her, but Kira, influenced by her adherence to Bajoran morals, heatedly replies that she had been playing the part of a married woman.

Later the same year, a **Cardassian** separatist group calling itself **The True Way** sabotages the **Runabout Orinoco** as it returns to **Deep Space Nine**

KIRA'S HOLODECK PROGRAMS

PROGRAM: The Hubishian baths on Trill.

PROGRAM: King Arthur's court.

PROGRAM: Secret Agent program.

PROGRAM: Meditation program.

PROGRAM: Vic Fontaine's lounge.

REMARKS: Kira takes a while to build up any enthusiasm for holosuites. She often claims that they make her feel "silly," and she finds it difficult to get into the spirit of the play acting. On one occasion, she even hits a holographic suitor who wants her character to commit adultery.



Most people enjoy the opportunity to play at being fantasy characters such as medieval princesses, but Kira finds the whole thing rather stupid and pointless.

with several of **Captain Sisko**'s senior staff. In the resulting emergency, their **transporter** patterns are rerouted to the holosuite memory arrays, where they replace characters in a spy program that Dr. Bashir and his friend **Garak** are running. The character of

Anastasia

The holosuites can create characters who look exactly like the real thing, but may act in completely unfamiliar ways, such as the sultry Russian seductress **Colonel Anastasia Komananov**.



KING ARTHUR'S COURT



★ Fun with Dax

Jadzia Dax spends months trying to drag her friend into the holosuite, but even when she succeeds, Kira is not really prepared to get into the spirit of the fantasy adventures.



★ Time to relax

The holodeck provides Kira with the opportunity to experience such locations as public baths on Trill without ever leaving her post on DEEP SPACE NINE.

Kira Nerys and the Holosuites

Colonel Anastasia Komananov suddenly takes on the aspect of Kira, who unwittingly portrays the sexy Russian agent in the program.

Unfortunately, there are two drawbacks. The emergency has disengaged the holosuite safety protocols, and if any characters are killed, the computer will delete the transporter pattern of the person who has become attached to their holomatrix. Bashir and Garak not only have to stay alive themselves, but also keep safe the facsimiles of their friends. The action ranges from Bashir's apartment in Hong Kong, to a club in Paris, to the evil **Dr. Hippocrates Noah's** headquarters on the slopes of Mount Everest. By skillfully manipulating the characters, Bashir manages to keep everyone alive until **Odo, Rom, and Commander Eddington** can safely retrieve their colleagues. Fortunately, Kira and the others retain no memory of the characters they brought to life.

A modern romance

Two years later, Kira attends the première of Dr. Bashir's new cabaret program, the star of which is singer **Vic Fontaine** – who amazes the doctor's friends by divining that **Worf** and Dax are married and that O'Brien misses his wife, who is away from the station at the time. When he turns to Odo and Kira, however, Vic seems about to say something, then changes his mind. Odo is intrigued by Vic, and asks his advice about what to do about his unrequited feelings for Kira. Vic sets to work on improving Odo's

★ Vic's bar

Vic creates a sultry holoversion of Kira named Lola Chrystal, which Odo cannot distinguish from the real woman.



★ Two to Tango

Vic manipulates Odo and Kira into sharing a romantic evening by letting Odo think he is still romancing the hologram.

self-confidence and even installs him as a relief pianist in Vic's band.

Soon, Odo is accompanying a holographic torch singer called **Lola Chrystal**, who looks exactly like Kira. Lola is obviously based on the glamorous Anastasia from Dr. Bashir's spy programs; Vic confesses it took him an hour to get rid of her Russian accent. After the show, Vic takes Odo and Lola back to his apartments and discreetly leaves them alone so that nature can take its course. Odo cannot bring himself to kiss Lola, however, and storms out in disgust. Vic decides to take matters into his own hands.

The real Kira is meditating in the holosuite – one of the functions for

★ Gangster's moll

Kira does manage to get into the swing of the Vic Fontaine program, which recreates a Las Vegas bar from 1950's Earth.



★ Russian roulette

A transporter accident fuses Kira's matrix with the character of Colonel Anastasia Komananov, a sultry Russian agent in one of Julian Bashir's holosuite games.

"He's a puppet made out of holographic light and replicated matter."

— Kira's view of holodeck characters

which she does find it useful – when she is interrupted by Vic, who tells her that Odo is crazy about her. He invites her to join Odo for a meal that evening and, despite her misgivings, she agrees. Vic then convinces Odo that he has overhauled the Lola program and that he should give it another try. At the appointed hour, both are nervous, with Kira having little appetite for the sumptuous meal Vic has laid on. Odo's confidence grows, and he confesses that in

the past he has used work as an excuse to avoid the rest of his life. They dance, but in conversation it emerges that Odo thinks Kira is a hologram. Odo leaves, agitated, but later Kira meets him on the Promenade and, during mutual attempts to explain their feelings for one another, they share a passionate and very public kiss. Holosuites may not be Kira Nerys's favorite places, but eventually, even she is forced to admit that they can have their uses.

IN KIRA'S IMAGE

The ultimate program

Tiron, one of Quark's wealthy business associates, fails in his attempts to romance Kira, but he decides that making love to a holosuite version of her will be an acceptable compromise. In order to create a Kira program for Tiron, Quark needs a hol-image of the Bajoran. He sneakily gives her a holosuite pass for being his millionth customer, but she gives the prize away. He then tries to take surreptitious holoscans, but is spotted by Odo, and Kira smashes his holomager. Finally, Quark illegally accesses Kira's personnel records and copies details. Odo traces this back to Quark, and he and Kira tamper with the new program. The amorous Tiron is shocked to find that the program he has eagerly anticipated now features Quark's head on a woman's body!

▶ All for love

Tiron hopes that he can have more romantic success with a holo-Kira than he has had managed with the real thing, and approaches Quark.



▶ Disgusted

Odo and Kira are understandably horrified when they discover the holoprogram that Quark has created for Tiron.



▶ Stolen glances

Kira breaks Quark's imager, but he copies her voiceprint, retinal scans, and psychological profile from records.



▶ Baseball days

Along with many of her DEEP SPACE NINE colleagues, Kira uses the holodeck to practice for a forthcoming baseball game.



Amanda Rogers

Amanda Rogers is a brilliant student who aspires to a career in Starfleet. Little does she know that the boundaries of experience are about to expand around her in incredible ways, as she develops the powers she has inherited from her parents — defectors from the Q Continuum.

Amanda Rogers is an ambitious young woman and an unusually gifted student. By the time she is 18, she has won a place at **Starfleet Academy** and has the rare opportunity to complete an internship aboard the **Federation** flagship, the **U.S.S. Enterprise NCC-1701-D**.

Remarkably, her so-far uncommon life is about to take an even more unusual turn.

Amanda's parents died when she was a baby. Their home in Topeka, Kansas, was destroyed by a freak tornado that somehow evaded the weather-modification net. It is not known if Amanda was present or how she survived, but witnesses reported that the funnel materialized over the Rogers' home, destroyed it, and then disappeared just as suddenly.

Amanda does not remember anything about

her biological parents, and as she grows up, she often wonders what they were like. She is adopted by a loving couple who are both marine biologists in **Starfleet**, with postings that take them all over the quadrant, ending up in the **Bilaren system** in early 2369. Amanda travels with them, seeing much of the Galaxy in the process.

Amanda blossoms into a confident young woman. Her blonde hair frames an elfin face, and she keeps herself in top physical condition. She is particularly attached to the trio of dogs that her parents dub her 'zoo.' She would have kept many more of the animals if she could, but her mother was adamant that three was enough.

Top of the class

Amanda has always excelled academically. She completes honors work in neurobiology, plasma dynamics, and eco-regeneration, and

PROFILE ON AMANDA ROGERS

NAME: Amanda Rogers

LIFE FORM: Member of the Q Continuum. For most of her life, however, Amanda has believed herself to be a typical human female.

STATUS: Starfleet intern.

FAMILY: Amanda's biological parents died when she was young. She was adopted by Starfleet biologists, whose postings took her all across the Alpha Quadrant.

STARSHIP LOG: 'True-Q' [TNG]

puts together an impressive transcript. She says with typical modesty that her many areas of study simply mean she has not decided what to do with herself yet. Her achievements lead her

to Starfleet Academy and the *Enterprise* internship, for which she is chosen over hundreds of other applicants.

Amanda's determination to make the most of the


Amanda appears to be a typical Earth female. Her outward appearance reveals nothing of her true heritage.

opportunity, and her impressive application to any task, lead her to memorize the huge vessel's specs before she even boards the ship, so that she knows each section

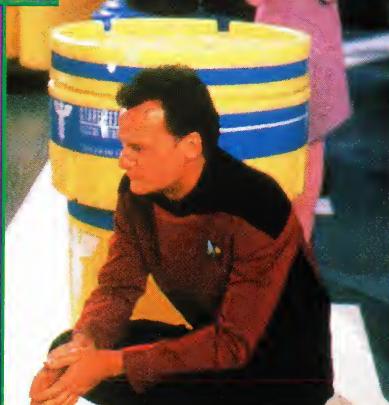
Helping hand

Dr. Beverly Crusher is assigned the task of helping Amanda to settle in, and keep an eye on the young woman.

INCREDIBLE REVELATION



Power
Q's task is to introduce Amanda to the powers she possesses and to assess whether or not these will make her a danger to mortals.



Applied
Amanda has done her homework, and is familiar with all the ship's systems.

The truth
The omnipotent being known as Q has a startling revelation: he claims that Amanda's parents were not human.



Amanda Rogers



★ Back from the dead

Amanda can invoke images of her parents, and could even bring them back from the dead.

by heart. She is welcomed aboard by **Captain Jean-Luc Picard** himself, and placed under the care of **Dr. Beverly Crusher** while she works in a variety of departments. Her combination of inquisitive faculty and good manners stand her in good stead with her superior officers.

Amanda is forced, however, to reveal the terrible secret that has been plaguing her for the past six months. Her wishes have begun to become reality – for example, when she idly thinks about her dogs, a number of puppies materialize in front of her. She also begins to consciously influence events, such as deflecting the course of a cargo barrel that almost crushes **Commander William T. Riker**. Most incredibly, she is able to hold back the devastating energy release of a warp core breach by sheer willpower.

The reasons for these remarkable occurrences are revealed to Amanda during a visit to the *Enterprise* from the being known as **Q**. Her biological parents were actually members of the powerful

Q Continuum. They assumed human form in order to visit Earth, appearing as Caucasians in their 30's. Amanda was conceived during that time, and the renegade pair were offered a choice by the Continuum: return home or refrain from using their vast powers. They opted to stay on Earth, but they found it impossible to stay within mortal boundaries, and their constant breaking of the rules led to their execution. Q has been sent by the Continuum to find out whether Amanda has inherited the full capabilities of the Q, and to assess whether she might be a threat to herself or the universe. He intends to take her back to the Continuum, or destroy her.

Hard choices

Amanda initially believed she was losing her mind, so the incredible truth comes as something of a relief to her, and she handles the extraordinary revelation relatively well. She initially insists that she wants to persevere with the human life she envisaged for herself, despite these added complications. She maintains her *Enterprise* work program, and requests not to be treated any differently. Amanda's resolve is tested, however, by the realization of her greatest wish: to know her parents. She is able to invoke their image with Q's help, and she knows just from seeing them how much they loved her. This is the catalyst for serious self-doubts, including whether she should bring her parents back into her life with her newfound powers.

The young woman is wooed by



★ Warped

Amanda is able to stop a potentially devastating warp core breach with a simple wave of her hands.



★ Space walk

Amanda's new abilities allow her to teleport onto the hull of the ENTERPRISE, and breath in space without the aid of an environmental suit or equipment.



★ Potential

Q does his best to be sympathetic, but he knows that, like her parents, Amanda will find the temptation to use her powers too great.

Q's hints of limitless scope and begins to use her powers in her daily life; Q coaches her in concepts such as teleportation. Her life changes almost overnight as she grows distant from her human colleagues and loses interest in pedestrian, and now unnecessary, activities such as eating. Amanda quickly comes to realize that when the universe could be her playground, the attractions of human life cannot compare.

Amanda is given the same choice as her parents: go with Q, or refrain from using her powers and

persist with her current life. She tries to insist that she only wants to be a normal human being – but the reality is that she cannot resist using her powers when she is faced with injustice or the pain of others that she can relieve.

Amanda's parting gift to the *Enterprise* crew is to rectify a dangerous ecological situation on the planet **Tyrus VIIA**. This extraordinary young woman then leaves to begin a new life within the Q Continuum – via a visit to her parents, to finally fulfill her dream of getting to know them. The values that she holds dear in her human life can only be to her benefit in the new life that awaits.



▲ Dreaming

The naive young Amanda envisages a romance that has more in common with fairytales than real life.



★ One of her own

Amanda eventually comes to realize that she has more in common with Q than humans.

THE POWER OF LOVE

Q crush

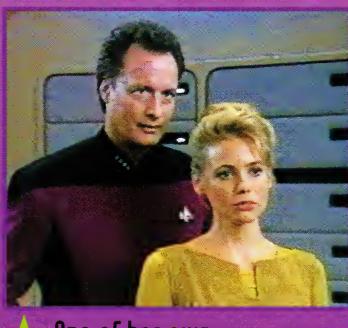
Amanda develops a crush on the handsome Commander William Riker while she is aboard the U.S.S. Enterprise NCC-1701-D, and goes out of her way to share his company. These feelings intensify when Amanda sees Riker having dinner with another woman, and her jealousy leads her to transport the first officer to a romantic, 19th-century garden setting. There she makes a play for Riker, but ends up simply demonstrating her awkwardness and inexperience in romantic situations. She also shows a petulant side when her advances are rejected, using her growing powers to force the commander to find her irresistible. Amanda quickly realizes, however, that this is not the romantic situation she envisaged – instead, it defeats the purpose of the feelings. She returns Riker to the *Enterprise*, having learned a valuable lesson.

► Stolen kisses

Amanda uses her powers to force Riker to return her advances, despite the commander's reluctance.



"I've been denying the truth, denying what I am. I am Q." – Amanda Rogers



★ One of her own

Amanda eventually comes to realize that she has more in common with Q than humans.



Inspector Kashyk

Inspector Kashyk of the Devore Imperium appears to be a charming and courteous presence aboard the *U.S.S. Voyager* **NCC-74656**, but his underlying ruthlessness confirms his true identity as an unswerving leader of his xenophobic inspection team.

Inspector Kashyk of the **Devore Imperium** is a man most notable for his great self-confidence. Some of this may reasonably be ascribed to the fact that he has a powerful arsenal at his disposal, in the form of his fleet of **Devore Imperium Warships**, but it also seems to be an integral part of his character.

Physically, Kashyk is a tall man of striking appearance who, if Devore lifespans are comparable to humans, appears to be in his mid 30's. As with all Devore, he is humanoid; his race's most distinguishing feature is the ridge that extends across their eyebrows and forehead. He wears his hair slicked back in a precise fashion that, while in

accordance with military protocol, also allows for a hint of vanity on his part. Kashyk boards the *U.S.S. Voyager* **NCC-74656** in 2375 as the leader of a Devore inspection team; he is tasked with searching out and apprehending telepaths, whom his race hates. There is little doubt that above and beyond doing his duty, he enjoys the authority that his rank commands.

Straight to the captain

The inspector makes the most of the power his position gives him in dealings with spacecraft, such as *Voyager*, that are attempting to cross Devore Imperium space. When his inspection team boards the **Starfleet** vessel, Kashyk

THE DUTIFUL DEVORE



★ Imposing

In his role as a Devore inspector, Kashyk dresses in an imposing black uniform. Exuding confidence, he considers himself first and foremost to be a soldier.

★ Records

Kashyk inspects the crew manifest aboard the U.S.S. VOYAGER. The telepaths for whom he is searching are hidden in transporter suspension.



★ Casual look

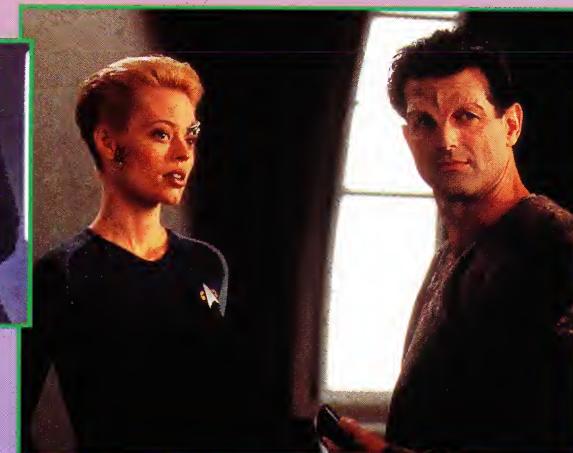
Kashyk is keen to show Captain Janeway his softer side, dressing down from his military uniform and doing all he can to put her and the crew at ease.

chooses to materialize directly inside **Captain Janeway's** ready room, complete with armed guard. Once he has arrived, Kashyk orders Janeway to report to her own ready room, where the Devore Inspector even goes so far as to ask her to "make herself at home."

Kashyk sports the same imposing black uniform as

the other Devore officers and crew when on duty, but he tempers this austere image with an off-hand manner. While the inspection is in progress, Kashyk selects Mahler's Symphony No. 1 to play throughout the ship, claiming that it may serve to calm the crew.

As his inspection team go about their duty with indelicate thoroughness,



★ Search with a view to destruction

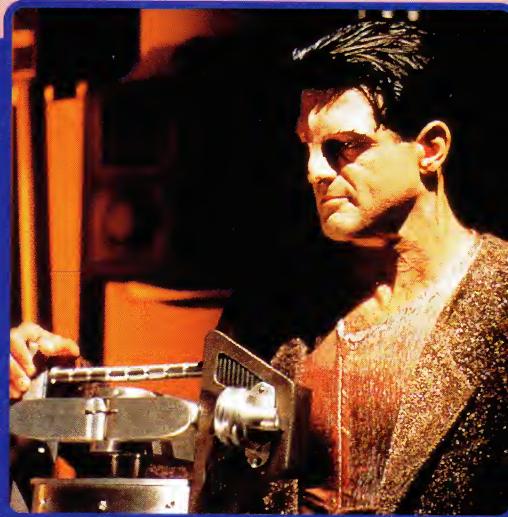
Kashyk's real motivation for his 'defection' is so that he has access to VOYAGER's advanced Astrometrics scanners, which can locate the wormhole he seeks.

OTHER CARDS
IN THIS FILE...

44 ARTURIS
48 KURROS

SEE OTHER
FILES...

OTHER GROUPS & RACES ...File 18
OTHER STARSHIPSFile 40
STAR TREK: VOYAGERFile 71



▲ *Inspector Kashyk uses his charm to seduce Captain Kathryn Janeway into giving up the refugees she is harboring, but she is not as easily fooled as he thinks.*

Kashyk examines Captain Janeway's personal possessions in her ready room. He professes an interest in Earth culture, but has difficulty understanding how humans can allow such a profusion of cultural and social contradictions to exist. During their discussion, Janeway states that her main intention is that of an explorer; in contrast, Kashyk describes himself as a soldier, and compares himself to a classical statuette of a human warrior. Kashyk also claims that he would like to know Janeway herself better, and that there is no reason for the two commanding officers to be adversaries. He even offers outright friendship, observing that in her current predicament Janeway is in need of as many friends as she can find. When Janeway demurs, Kashyk reveals something of the harder side of his nature,

Inspector Kashyk



★ On their side

Kashyk attempts to convince the VOYAGER crew that he is on their side by revealing the approach of a DEVORE WARSHIP.

reminding Janeway that she is trespassing and ignoring Devore laws, and that he would have to arrest her if she were to be found carrying telepaths, beings hated by the Devore because the bellicose race consider them to be incapable of trust. Nevertheless, he waves away the text-book thinking of his second-in-command, **Prax**, when Voyager is discovered to have twice deviated from the course assigned by the Devore, and parts on seemingly friendly terms with Captain Janeway.

A short time after the inspection, Voyager's sensors detect a smaller Devore vessel in its vicinity, and onscreen communication reveals it to be piloted by Kashyk. He begs an audience with the captain, who warily invites him aboard. Kashyk's



★ Seeking asylum

Kashyk returns to VOYAGER dressed in casual clothes and claiming to reject the xenophobic practices of his race.

appearance and his attitude seem to have altered significantly. Instead of his customary black Devore uniform, he is wearing a plain civilian outfit of brown and beige. His manner has changed from the self-confident and imperious one of earlier, and he now seems humble and even deferential. He tells Janeway that he has decided to defect from the Devore Imperium, and that he needs her help to do so; he asks her for safe

"Captain, do you trust me?"

"Not for a second."

"Exactly. And why should you?"

— Inspector Kashyk illustrates his personal philosophy to Captain Janeway

★ On the bridge

Kashyk displays a much more relaxed manner after his defection, leaning casually against bridge consoles.



passage through Devore space. He claims that he has been searching for a way out for years, but Starfleet's humanitarian philosophy, something which he sees Janeway as representing, has provided him with the ideal opportunity.

Carefully constructed story

Janeway asks him what made him choose this moment, and he says that three months previously, a child of the telepathic **Brenari** race, whom Kashyk discovered on a plasma refining ship, actually thanked him for her supposed rescue, when he was in fact sending her to certain death in a Devore 'relocation' center. Ever since this incident, he has been determined to defect as soon as the opportunity arose. He presses his case by revealing his knowledge of the telepaths Janeway is concealing on board, including several Brenari refugees. He also reveals that Voyager is soon to be intercepted by his team once more, where the crew will be apprehended for their illegal acts.

Janeway decides to agree to Kashyk's suggestion that he assist them in finding the wormhole that would provide a swift exit from Imperium space, and that he be given safe passage in return. He must submit to certain restrictions on his movements, however, as well as constant surveillance. He does this without complaint, but Janeway's guard is still up — a fact which is emphasized by her continuing to address Kashyk



★ Sneaking around

The loyal Devore inspector thinks he has double-crossed the Starfleet crew, and is unaware that they do not trust him.



★ Working together

Kashyk and Janeway build up a genuine rapport, but the captain is too professional to let this blind her to the potential danger.

as "Inspector" for some time after he requests that this title is forgotten. Kashyk calls Janeway his "deliverance," and proves to be a helpful and intelligent assistant in the search for a wormhole through which they can travel to safety, including some ingenious roleplay that helps to convince a scientist named **Torat** to proffer more information on the phenomenon.

Double-crossed

Kashyk seems to make a selfless sacrifice when he volunteers to rejoin his team in his old role, in order to delay the inspection long enough to facilitate Voyager's escape. Unfortunately, he soon proves himself anything but a defector: the asylum plea was nothing more than a trick to enable him to find the wormhole so that the Devore can cause its closure. Luckily for the Brenari refugees, Janeway's foresight has prompted her to mislead the charming and deceitful Inspector, and the wormhole is indeed used to escape. Kashyk is eager to leave his former target in peace after this, as further investigation would reveal his failure — a final example of the proud overconfidence which proves his undoing.

TURNING ON THE CHARM

Chemistry with the captain

Kashyk takes liberties with Captain Janeway's command and quarters, but she seems tolerant of his intrusion. This is partly down to the superior firepower of the Devore fleet, but it also seems that Janeway enjoys the attentions of the inspector. She willingly discusses the artifacts in her office with him, and indulges in mild flirtation during his inspection of the U.S.S. Voyager NCC-74656. During Kashyk's 'defection,' a sexual chemistry builds up between the two, and as Kashyk is about to return to his team, Janeway reveals that she would have asked him to remain with Voyager once they had made it through the wormhole.

Ultimately, Janeway is able to put her ship's welfare before her personal interest in Kashyk, and she prepares for his duplicity. Nevertheless, she confirms that her offer to keep him on the ship would have stood if the inspector's intentions had been authentic. Kashyk admits that her offer had genuinely tempted him, leaving Janeway with something of a hollow feeling, even in triumph.



Charmed

Kashyk and Captain Janeway develop genuine feelings for one another, although each intends to betray the other.



Willing embrace

Captain Janeway welcomes the brief romance with Kashyk. Her journey through the Delta Quadrant has left little opportunity for love.

Starfleet Hand Lamps

Starfleet officers are often called upon to beam into hazardous situations or hostile environments, and the success of their missions is dependent on the equipment they have available. Portable lamps are among the most simple and yet vital devices to hand.

The away mission has long been regarded as one of the most important operating procedures employed by **Starfleet Command** to gather firsthand intelligence on new environments, life forms, and cultures, and to collect detailed scientific data. The advent and subsequent development of the **tricorder** has proved to be invaluable to away team members, allowing a great number of scans to be carried out and the data from these investigations to be stored for later study. A tricorder can be used to locate and detect specific objects or power sources in low-light or even zero-light conditions, but such an environment can be extremely hazardous to away team members unless they have some access to an artificial light source. Tricorder readouts can indicate possible threats for the user or away team group, but there is no substitute for being able to actually see potentially dangerous objects or environmental conditions.

Simplicity itself

Starfleet designers appear to have forsaken complicated image-intensifying technology in favor of a much more low-tech approach in the development and manufacture of portable high-output hand lamps. Such devices often differ in design, but all carry out the same basic yet vital function for their users. Improvements in power storage technology means that the size and weight of the units can be significantly decreased, while the luminosity of the projected beam remains constant for extended periods of time. It is likely that, in common with other Starfleet equipment, the hand lamps have swappable battery packs that can be recharged.

There has been a definite move toward miniaturization, but it is also recognized that an increase in the size of the lamp's lens means an

accompanying increase in the size of the energy source required to provide higher-output illumination. This is perfectly illustrated by the range of portable light sources available to Starfleet crews by 2371, by which time there are at least two portable units available for use, each with significantly different physical characteristics.

The introduction of the **Galaxy**-class starships during the early 2360's is accompanied by a significant restyling of many pieces of auxiliary equipment,

and the introduction of many new units. One of these devices is the single-beam hand lamp that is utilized extensively by all away team members, such as those of the **U.S.S. Enterprise NCC-1701-D**, between 2364 and 2371.

The unit is constructed from a light-gray durable lightweight composite material, and consists of a rectangular front section connected to a curved main body that houses the power cell. A flat square activation switch on the upper surface of the lamp turns the

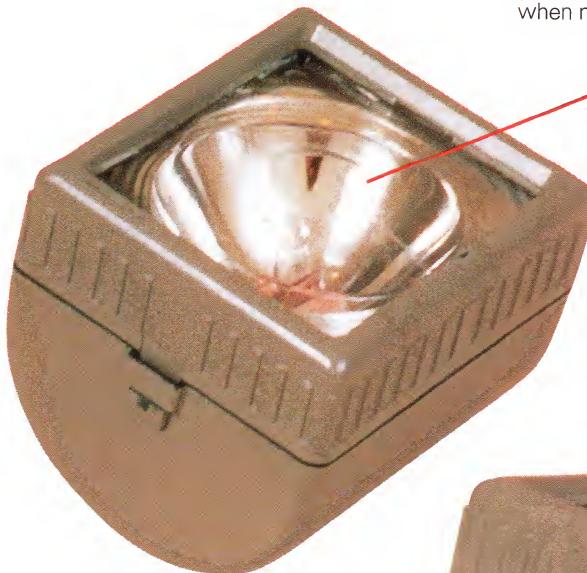


▲ Lt. Worf uses a standard-issue 2360's model Starfleet hand lamp. The unit is small and compact, and can easily be held in one hand.



▲ Hand lamps are particularly useful during away missions to environments in which there is little natural light available.

INSTANT ILLUMINATION



1 Compact unit

The standard-model hand lamp in use during the 2360's is a boxy unit that is only a few centimeters square. It is light and easy to store away when not in use.

The lens is almost as wide as the unit casing, ensuring that the widest possible beam is projected in front of the user.

FRONT VIEW

The slightly raised edge around the lens protects the glass from being damaged by rough conditions.



A small switch on the side of the unit provides access to the inner components, allowing users to change the power supply during a mission, for example.

2 Hands full The disadvantage of this model is that it has to be held in the hand at all times. The unit is small and ergonomic to carry, but prevents the users from carrying out tasks for which they need both hands free.

REAR VIEW

Starfleet Hand Lamps

unit on or off. The lamp is designed to be operated with one hand, and while it is relatively bulky compared with later designs, it produces an extremely bright long-distance white beam from its circular polished reflector and light source, which is mounted within the forward rectangular housing. The outer section of this housing has a series of raised ridges in order to provide a non-slip surface during use, and two clips on the left and right side of the curved unit allow access to the interior of the lamp for maintenance or repair.

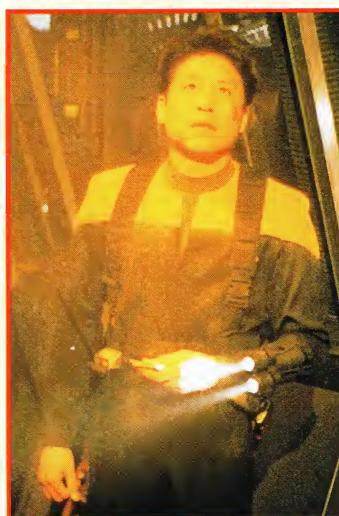
Modern modifications

Starfleet designers continually improve equipment, despite the perceived success of a unit, and the hand lamp is no exception. The casing size is reduced around 2371, after which time a much more compact lamp is issued for away missions. Consisting once again of a casing constructed out of a light-gray high-impact material, the front section's rectangular shape has the four corners replaced by angles, allowing the unit to fit much better into the hand of any user. The reflector circumference is also reduced, although the light source is equally bright as that of the older unit, despite the reduction in size. The upper surface has a series of raised ridges to improve grip and

allow the user to ascertain whether the unit is the right way up. It is interesting to note that at around this time, a second, much more heavy duty lamp, is also introduced to Starfleet personnel; one example of its earliest use occurs during the investigation of the **Amargosa Observatory** incident in 2371, by the crew of the *U.S.S. Enterprise NCC-1701-D*. The larger hand lamp consists of an oversized flat circular lens, attached to a rectangular casing with a grip rail running along the top. The unit projects an extremely wide and powerful yellow beam that is particularly efficient in smoky or gaseous atmospheres.

Voyager variations

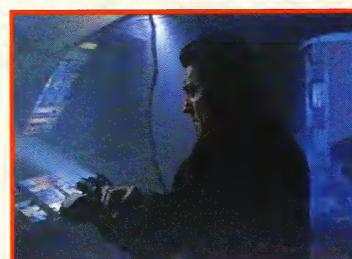
The introduction of the **Intrepid** class *U.S.S. Voyager NCC-74656* in the same year includes a third kind of hand lamp, an extremely compact twin lens unit that is designed to be worn on the outside of a duty uniform around the forearm of the user, rather than held in the hand during use. This approach allows an away team member to have both of their hands completely free during a mission, an advantage that may prove vital. The unit comprises three black-colored metallic tubes, with a single central canister that directly attaches to the twin lens



1 The 2370's twin-beam model hand lamp slots into black webbing worn on the lower half of the user's left arm.



2 The intense beams of the hand lamp are designed to provide visibility in smoky conditions, as well as darkness.



3 Hand lamps provide illumination during power cuts aboard vessels, as well as during away missions.

units. The twin beam emitters measure approximately 16 centimeters in length and eight centimeters across at their widest point, which falls between the outer edges of the two lens units. The twin beams produce a focused high-intensity beam that gives an extremely clean white light. The entire unit can be held by the rear canister, or slotted into a custom-made webbing strap that attaches around the arm of the user and can be removed very quickly. This design is not only advantageous

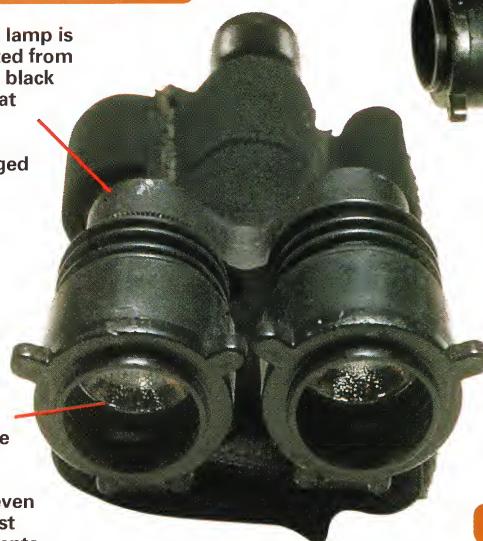
during the exploration of phenomena such as the **Vidiian** cave complex discovered in 2371, or the search for the missing **Lt. B'Elanna Torres** in 2373, but also proves extremely practical when repairs to equipment need to be carried out. In a dark environment or during a power failure, the unit still allows for the manipulation of tools and scanners by both hands.

DOUBLE VISION

1 Improved model A revised model in use during the 2370's eradicates some of the disadvantages seen in the earlier versions of the hand lamps. The user is now afforded more freedom of movement.

FRONT VIEW

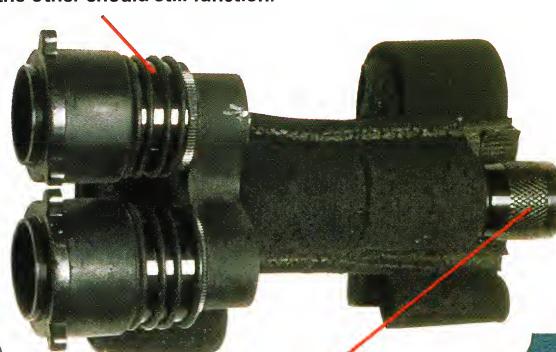
The hand lamp is constructed from a durable black casing that ensures it cannot be damaged easily.



The small lenses emit intense beams of blue-white light that can cut through even the darkest environments.

The twin beams provide a valuable backup system. If one emitter is damaged, the other should still function.

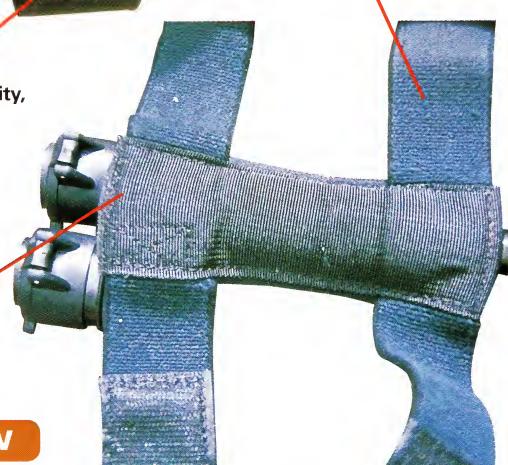
TOP VIEW



A central tube provides stability, anchoring the smaller lens emitters in place.

2 Hands free The biggest advantage of the new model is that, as it is worn strapped to the arm, the user has both hands free to concentrate on other tasks.

Adjustable velcro straps ensure that the device can be worn by different individuals with equal comfort.



A sturdy fabric backing ensures that the hard casing of the lamp does not chafe against the wearer's arm.

BOTTOM VIEW



FILE 74 STAR TREK: THE SEARCH FOR SPOCK

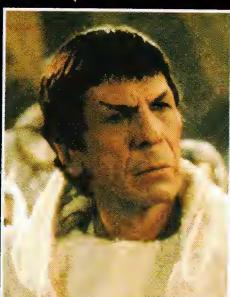
STAR TREK III: THE SEARCH FOR SPOCK Index

Part 1 The crew of the *U.S.S. Enterprise NCC-1701* return to Earth following their devastating battle against Khan Noonien Singh with their vessel heavily damaged, and in mourning for the loss of their colleague, Captain Spock. Their homecoming also marks the final mission of the *Enterprise*, as it makes way for the new *U.S.S. Excelsior NX-2000*.

FEDERATION PERSONNEL



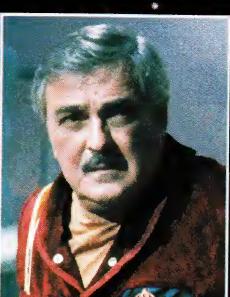
Admiral Kirk
File 43 Card 3



Captain Spock
File 43 Card 4



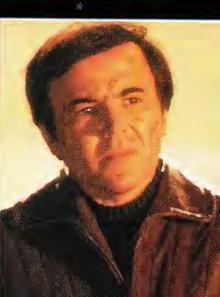
Dr. McCoy
File 43 Card 5



Commander Scott
File 43 Card 6



Lt. Sulu
File 43 Card 7



Lt. Chekov
File 43 Card 8



Lt. Uhura
File 43 Card 9



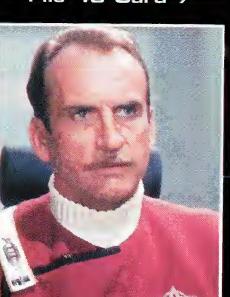
Lt. Saavik
File 43 Card 20



Captain Esteban
File 19 Card 2F



Admiral Morrow
File 19 Card 2A

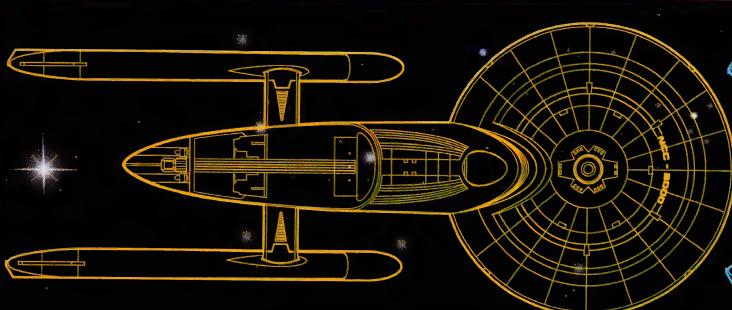


Captain Styles
File 19 Card 2F

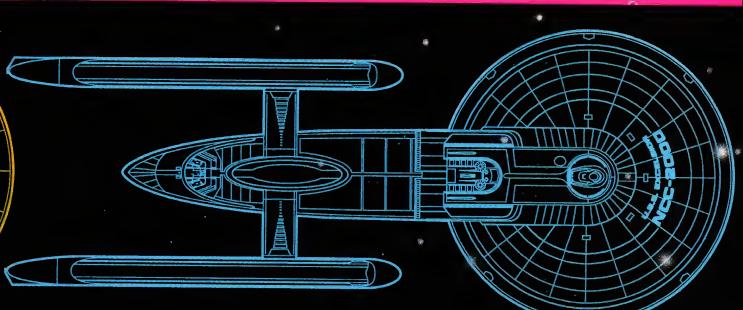


Dr. David Marcus
File 44 Card 4

U.S.S. EXCELSIOR NX-2000



VENTRAL VIEW



DORSAL VIEW



FORE VIEW



AFT VIEW



STARBOARD VIEW

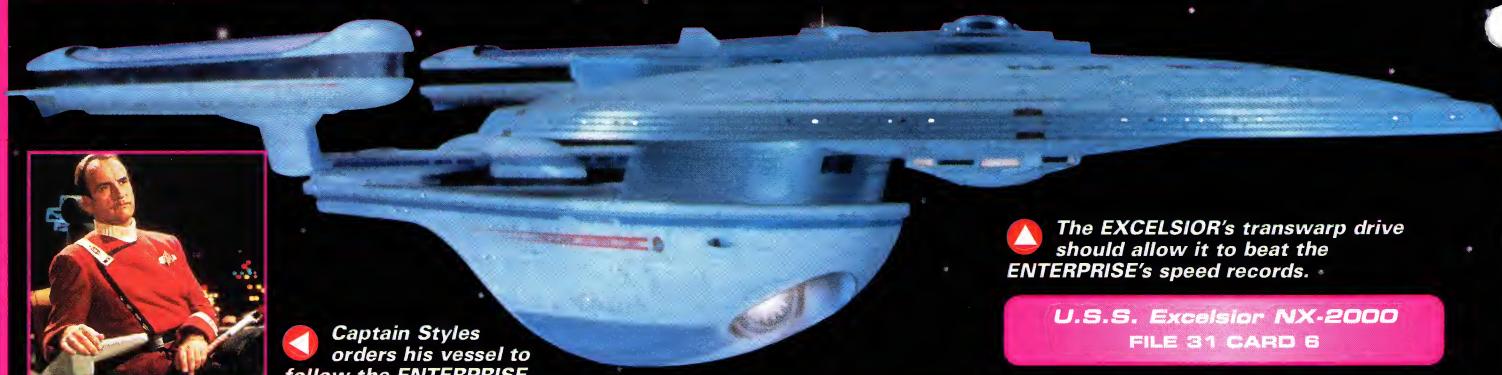
U.S.S. Excelsior
NX-2000
FILE 31 CARD 6

The *U.S.S. EXCELSIOR NX-2000* is secured in SPACEDOCK when the *U.S.S. ENTERPRISE NCC-1701* returns to Earth in 2285. The *EXCELSIOR* – the first of its class – is a testbed for Starfleet's later-aborted transwarp drive, and is commanded by Captain Styles. The vessel is later sabotaged by Captain Montgomery Scott to prevent it from following the *ENTERPRISE*, when the soon-to-be-decommissioned starship is stolen by its senior crew.



STAR TREK III: THE SEARCH FOR SPOCK Index Part 1

U.S.S. EXCELSIOR NX-2000 AND TRANSWARP TECHNOLOGY

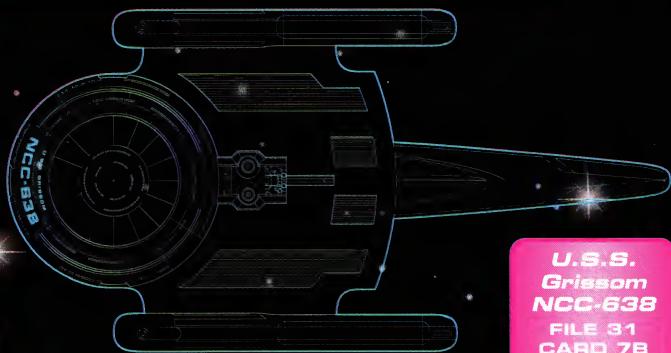


Captain Styles
orders his vessel to
follow the ENTERPRISE.

▲ The EXCELSIOR's transwarp drive
should allow it to beat the
ENTERPRISE's speed records.

U.S.S. *Excalibur* NX-2000
FILE 31 CARD 6

U.S.S. GRISSOM NCC-638



U.S.S.
GRISSOM
NCC-638
FILE 31
CARD 7B

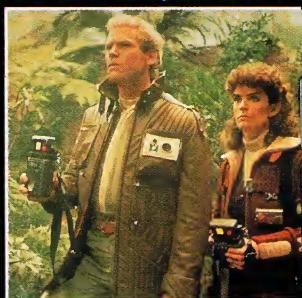
▲ The GRISSOM is an
OBERTH-class vessel,
that is specifically designed
for scientific investigation.

► The U.S.S. GRISSOM
NCC-638 is dispatched to
investigate the Genesis Planet
in 2285. It is destroyed by a
KLINGON BIRD-OF-PREY.



TRICORDER

Tricorder: 2285
FILE 68 CARD 1E



▲ Dr. David Marcus and
Lt. Saavik survey the
rapidly aging Genesis
Planet in 2285.

► The tricorders used by
Starfleet personnel in
2285 utilize a sturdy exterior
casing to prevent the unit being
damaged.



PHASER PISTOL: 2285

► Admiral Kirk uses
a phaser pistol
to stun members of a
Klingon landing party.



Pistol Phaser:
2285
FILE 60
CARD 2F

▲ The phaser
pistols used
by Starfleet
personnel in
2285 are
streamlined
units. They
feature a range
of settings,
from light
stun to kill.

SPACEDOCK

Spacedock
FILE 32
CARD 1



▲ The new U.S.S. EXCELSIOR
NX-2000 is moored at
SPACEDOCK, orbiting Earth. The
ENTERPRISE returns to the same
facility to be decommissioned.

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THE SEARCH FOR
SPOCK FILES

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H

update

Halb Daier

Male **Bajoran** food server on **Terek Nor**. Halb recruited **Kira Nerys** into his resistance cell during her **Orb of Time** experience, arming her with an **ultritrium** resin bomb with which he wanted her to kill **Gul Dukat**. (*Starship Log*: 'Wrongs Darker Than Death Or Night' [DS9]) **SEE FILES 10, 70**

Haley

Holographic assistant to **Dr. Lewis Zimmerman**. Haley was brought online in 2367, and Zimmerman treated her as though she were a real person. He once cancelled a lecture on **Vulcan** when her program malfunctioned. (*Starship Log*: 'Life Line' [VOY]) **SEE FILES 32, 56, 71**

Hammer, Mike

Fictional detective, created by 20th-century author Mickey Spillane. **Miles O'Brien** and **Odo** were fans. Odo distracted **Kira Nerys** from the **Derna** blockade tensions with a Hammer novel. (*Starship Log*: 'Shadows and Symbols' [DS9]) **SEE FILE 70**

Hansen, Claudia

Alpha Quadrant female who wrote a letter to **Seven of Nine** claiming to be **Magnus Hansen**'s sister and Seven's aunt. Her letter was part of a **bioplasmic organism**'s psychogenic manipulation. (*Starship Log*: 'Bliss' [VOY]) **SEE FILES 5, 71**

Hansen, Erin and Magnus

Human exobiologists who ignored the **Federation Council on Exobiology**'s concerns and took the **U.S.S. Raven NAR-32450**, and their daughter **Annika**, into **Borg** territory. The Hansens' **biodampener cloak** permitted close Borg observation, as recorded in their diaries. In 2354, the entire family was assimilated. (*Starship Log*: 'Dark Frontier' [VOY]) **SEE FILES 43, 44, 71**

Harkins, Commander Peter

Director of **Starfleet's Pathfinder Project Research Lab**; he reported to **Admiral Paris**. Harkins was **Reginald Barclay**'s boss, but discouraged Barclay's odd theories about contacting the **U.S.S. Voyager NCC-74656**, preferring to concentrate on a plan in partnership with the **Vulcans**. Harkins and wife, **Angie**, tried to set up Barclay with Angie's sister, **Hope**. (*Starship Log*: 'Pathfinder' [VOY]) **SEE FILES 32, 43, 71**

Harkonian

Nationality of an individual with whom the merchant **Abaddon** had contact. The Harkonian was one of a long line of pilots who had previously possessed the ship **Tom Paris** named **Alice**. (*Starship Log*: 'Alice' [VOY]) **SEE FILES 40, 71**

Harper, Ensign

Member of the **silver blood** duplicate crew of the **U.S.S. Voyager NCC-74656**. In 2375, this copycat crew member gave birth. (*Starship Log*: 'Course: Oblivion' [VOY]) **SEE FILES 18, 71**



Erin and Magnus Hansen ignored warnings about the danger posed by the Borg, and learned the error of their ways when they and their young daughter were assimilated.

Harren, Crewman Mortimer

This **U.S.S. Voyager NCC-74656** crewman held five advanced degrees in **Theoretical Cosmology**. Harren's **plasma relay room** duties did not interfere in his research. In 2376, **Captain Janeway** tagged the anti-social Harren for an away mission. (*Starship Log*: 'Good Shepherd' [VOY]) **SEE FILES 29, 43, 71**

Hayek, Jason

False name used by **Chakotay** during his undercover mission to the **Starfleet** simulation aboard **Species 8472 Terrisphere 8**, and while fraternizing with **Valerie Archer**. (*Starship Log*: 'In the Flesh' [VOY]) **SEE FILES 40, 43, 54, 71**

Hazari

This technically-advanced, violent, **Delta Quadrant** species are best known as bounty hunters. They were bent on capturing the **U.S.S. Voyager NCC-74656** until **Captain Janeway** earned their cooperation. **Hazari ale** is highly regarded. (*Starship Log*: 'Course: Oblivion' [VOY]) **SEE FILES 18, 40, 71**

hecapate

Bajoran unit of land measurement. **Benjamin Sisko** purchased 12 hecates of land south of the **Yolja river** in the **Kendra province** to build his dream house. (*Starship Log*: 'Penumbra' [DS9]) **SEE FILES 11, 43, 70**

Hehh-DUHPP

Klingon term that **Worf** invented to cover his Klingon baby-talk with **Kirayoshi**. Worf claimed "gung-gung-gung" was part of Hehh-DUHPP, a Klingon hand-eye coordination exercise, that was the first step in warrior training. (*Starship Log*: 'Time's Orphan' [DS9]) **SEE FILES 48, 70**

Hesterman

Author of **'Beyond the Galactic Edge'**, a book about humanity's quest for infinity, according to **Chakotay**. **Valerie Archer** owned a replicated 21st-century edition of this important classic. (*Starship Log*: 'In the Flesh' [VOY]) **SEE FILES 54, 71**

Hickam, Ensign

Male **U.S.S. Bellerophon NCC-74705** crewman during the voyage to the **Romulan** conference in 2375. Hickam and **Lt. Wheeler**'s mess-hall banter informed **Dr. Bashir** about **Admiral William Ross**'s potentially fatal aneurysm. (*Starship Log*: 'Inter Arma Enim Silent Leges' [DS9]) **SEE FILES 31, 70**

Halb Daier
Haley
Hammer, Mike
Hansen, Claudia
Hansen, Erin and Magnus
Harkins, Commander Peter
Harkonian
Harper, Ensign
Harren, Crewman Mortimer
Hayek, Jason
Hazari
hecapate
Hehh-DUHPP
Hesterman
Hickam, Ensign
Hickman, Ensign
Hierarchy, The
Hij'Qa
Hilakian spiders
Hilliard, Lt. Commander
Hipecat
Hive Mind
Hodos
holoaddiction
holographic lungs
holographic research lab
holopicture
Honshu, U.S.S.
Hope
Hor-CHA
Horvian cluster
Hospital Ship
Houdinis
Hovas, Legate
Howard
Hundred, The



Haley was only a long-running hologram, but she was closer to Dr. Lewis Zimmerman than any flesh-and-blood companion.



The Hazari were tricked by Kurros's 'think tank', but turned against them once they knew the truth.



Hickman, Ensign

This **Astrophysics** worker on the **U.S.S. Voyager** **NCC-74656** had the ability to mimic **Captain Janeway**. During the mysterious **Omega Molecule** emergency, Hickman's speculations impressed **Harry Kim** enough for him to share them with **Tuvok**.

(*Starship Log: 'Scorpion' [VOY]*) **SEE FILES 29, 71**



Hierarchy, The

Ruling body in a **Delta Quadrant** region with low tolerance for error, confrontation, and risk-taking. **Hierarchy Surveillance Ships** never make a move without a positive risk assessment from the Hierarchy. (*Starship Log: 'Tinker Tenor Doctor Spy' [VOY]*) **SEE FILES 18, 40, 58, 71**

► The crews of **HIERARCHY SURVEILLANCE SHIPS** only attack vessels they are sure they have the power to overcome.

Hij'Qa

Terrifying figure from the **Klingon** underworld who became angry when he could not brand new arrival, **B'Elanna Torres**. (*Starship Log: 'Barge of the Dead' [VOY]*) **SEE FILES 11, 43, 71**

Hilakian spiders

These large insect life forms on the **gravity sinkhole** planet were a primary source of nutrition. **Noss** was practiced at enticing the creatures out into the open, killing, and then sautéing them. (*Starship Log: 'Gravity' [VOY]*) **SEE FILES 4, 58, 71**

Hilliard, Lt. Commander

Starfleet **Medical** supervising officer. He was familiar with the Changeling disease, and blocked **Dr. Bashir**'s attempts to research **Odo**'s medical records. Hilliard's refusal was based on Bashir's lack of **Sigma IX clearance**. (*Starship Log: 'When It Rains ...' [DS9]*) **SEE FILES 16, 19, 70**

Hipecat

Versatile root plant. Hipecat root is used in beauty supplies, medicines, and diffractive optics. **Ishka** credited her younger-looking skin to twice-daily applications of **Cream of Hipecat**. (*Starship Log: 'The Magnificent Ferengi' [DS9]*) **SEE FILES 51, 70**

Hive Mind

See **Borg** collective

Hodos

Home port for a **Delta Quadrant** merchant named **Captain Bathar**. **Chakotay**'s away mission travel plans were modified to examine the eternal youth formula purveyed by Captain Bathar of Hodos. (*Starship Log: 'Memorial' [VOY]*) **SEE FILES 43, 71**

holoaddiction

SEE: **holodiction**

holographic lungs

Photonic replacement for the biological lungs stolen from **Neelix** by the **Vidian, Dereth**. The **U.S.S. Voyager NCC-74656**'s EMH's lifesaving solution required Neelix to remain in **isotropic** restraint. (*Starship Log: 'Phage' [VOY]*) **SEE FILES 29, 71**

holographic research lab

Room or complex where holographic programs are developed. **Captain Janeway** altered the **Michael Sullivan** program in **U.S.S. Voyager NCC-74656**'s holographic lab. **Dr. Zimmerman** had a very large lab on **Jupiter Station**. (*Starship Log: 'Fair Haven' [VOY]*) **SEE FILES 29, 32, 71**

holopicture

The product of a **holoimager**. The EMH's long-winded lectures were usually illustrated with holographic still images. **Samantha Wildman** took holopictures on her away missions for her daughter's data album. (*Starship Log: 'Once Upon a Time' [VOY]*) **SEE FILES 65, 66, 71**

Honshu, U.S.S.

This **Nebula**-class starship was hit by a wing of a **Cardassian** ship in 2374, as it carried **Gul Dukat** and **Benjamin Sisko** to **Starbase 621**. A shuttlecraft and three escape pods avoided annihilation. (*Starship Log: 'Waltz' [DS9]*) **SEE FILES 31, 70**

Hope

First name of **Commander Peter Harkins**'s cat-loving sister-in-law, who resided in Boston. During a visit with her sister **Angie**, in 2376, she met and briefly dated **Reginald Barclay**. (*Starship Log: 'Pathfinder' [VOY]*) **SEE FILES 43, 71**

Hor-CHA

Klingon starship on which **Valerie Archer** claimed to have been assigned as first officer. **Boothby**'s advice for getting along with Klingons was to, "... smile when you eat the **gagh**." (*Starship Log: 'In the Flesh' [VOY]*) **SEE FILES 54, 71**

Horvian cluster

Gravimetric association of stars and stellar dust not far from **Deep Space Nine**. The Horvian cluster is most famous for the planet **Casperia Prime**, where vacationers receive luxurious pampering. (*Starship Log: 'Change of Heart' [DS9]*) **SEE FILES 3, 70**



Hospital Ship

Large vessel in low orbit over a **Delta Quadrant** planet, from where care was dispensed along a **Treatment Coefficient** computed by the **Allocator**. The **Doctor** was sold to **Chellick**, the Hospital Ship's administrator. (*Starship Log: 'Critical Care' [VOY]*) **SEE FILES 18, 40, 58, 71**



The **HOSPITAL SHIP** was a remarkable feat of engineering and possessed incredible medical technology, but this was not always made best use of, as it was controlled by bureaucrats.

Houdinis

Nickname for **Jem'Hadar** mines that are impossible to find because they exist in **subspace** until randomly appearing in normal space. They are called Houdinis because touching one makes an individual 'disappear.' (*Starship Log: 'The Siege of AR-558' [DS9]*) **SEE FILES 19, 60, 70**

Hovas, Legate

Important **Cardassian** leader in 2375. A banquet in Hovas's honor was attended by **Vorta** personnel as well as **Damar**, who made a connection there with an attractive Cardassian woman named **Siana**. (*Starship Log: 'Shadows and Symbols' [DS9]*) **SEE FILES 13, 70**

Howard

Holographic character appearing with the **Vic Fontaine** **Frankie Eyes** holostory. Howard was a countman who enjoyed a nightly martini. Howard was sick the night of **Dr. Bashir**'s heist, ruining the plan. (*Starship Log: 'Badda-bing Badda-bang' [DS9]*) **SEE FILES 27, 56, 70**

Hundred, The

Reference to infant Changelings, including **Odo** and **Laas**, who were seeded throughout the Galaxy over the centuries. They were expected to learn about other species and return home with their knowledge. (*Starship Log: 'Chimera' [DS9]*) **SEE FILES 16, 54, 70**